

THE OFFICIAL GUIDE FROM **NINTENDO POWER**



NINTENDO
GAMECUBE™

The background features a large, dark blue and black swirling pattern, resembling a storm or a dark void. In the center, the Pokémon Regirock is depicted in a dynamic pose, with its body and limbs rendered in shades of blue and grey. Its head is turned towards the right, showing its red eye and open mouth. The overall atmosphere is dark and mysterious.

Pokémon
Gale of Darkness

THE OFFICIAL
Nintendo
PLAYER'S GUIDE



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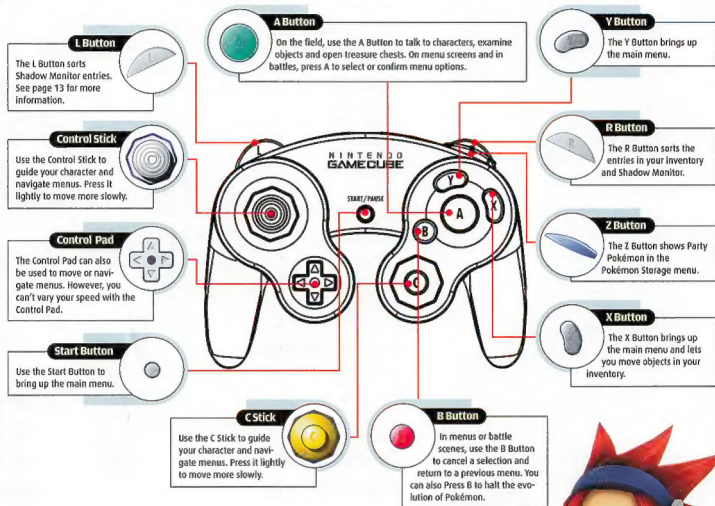
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Controls

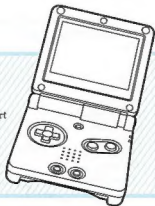
Familiarize yourself with Pokémon XD's controls.

The first step on your journey is mastering the game controls. The basics are quite simple, but there are plenty of useful menu shortcuts that may not be so obvious.



GBA-compatible

If you have a Game Boy Advance and a Nintendo GameCube Game Boy Advance cable, you can import any of the 386 Pokémon from the previous Game Boy Advance Pokémon game paks. See page 17 for more details.



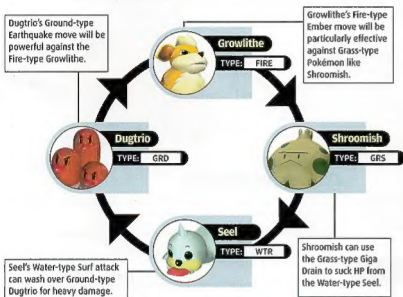
Pokémon types

Whatever the situation, you'll find a type to suit it.

The most important strategy in Pokémon battles is to pick the right type of Pokémon to defeat each opponent. Learn this system well!

Basic type-trumping

Each Pokémon has one or two types (Fire, Water, Normal, etc.) that may make it weak, strong or even immune to particular attack types. The example below illustrates the relationship between Pokémon types and attack types. Refer to the combat chart on page 4 for a detailed look at the system.



Types

BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTR



Your combat results will fall flat if you don't come out swinging with the right attack types. Consult the chart on the following page to learn which attack types to use against each Pokémon type.



It may take a turn to swap Pokémon, but it is usually worth it to switch to a Pokémon that has a type advantage against an opponent.

Consider your attack multipliers in battle

Two factors can earn you significant damage multipliers in battle. If your Pokémon is using a move that matches its own type, it will get a 50% damage bonus (or 25% if the user is a dual-type and the move type matches only one of its two types). If the targeted Pokémon is vulnerable to moves of that type, the move will do double damage.



EXAMPLE:

Nosepass attacks with Rock Slide

Against dual-type Pokémon, both multipliers apply, so Rock Slide does quadruple the usual damage to Bug-and-flying-type Venomoth. On the other hand, if a Pokémon has one type that is weak to an attack and one type that is resistant, the effects will cancel each other out.

Pinsir
TYPE: BUG
Rock-type attack vs. Bug-type Pokémon
Attack type matches attacking Pokémon's type
TOTAL DAMAGE

x2

x1.5

x3

Venomoth
TYPE: BUG-FLY
Rock-type attack vs. Bug-type Pokémon
Rock-type attack vs. Flying-type Pokémon
Attack type matches attacking Pokémon's type
TOTAL DAMAGE

x2

x2

x1.5

x6

Use the Pokémon at your disposal

In Story mode, you will have to battle with the Pokémon that you can Snag, catch or trade for during your journey. Because of this, you may not always have the right type of Pokémon to trump your opponent. You can still use attacks of the right type against vulnerable opponents, but only a Pokémon that has the same type as its attack will deal the maximum potential damage. (Note that this bonus does not apply to Normal-type moves.)

Shadow Pokémon

Pokémon XD features Shadow Pokémon, which have a type advantage over any regular Pokémon type. In Story mode, always try to bring at least one Shadow Pokémon with you to use in particularly difficult battles. Using them will also help to open the door to their hearts. Shadow moves are effective against any regular Pokémon type. Shadow Pokémon are also resistant to their own type, making them excellent defenders.

Pokémon battles

Using Pokémon effectively isn't a matter of sheer force.

When it's time to battle, strategy is the key. In addition to effective type-matching, it is essential to understand the difference between physical and special moves, learn why each stat is important and become skilled at both inflicting and curing various status conditions.

Pokémon stats

Each Pokémon has six basic stats that determine how effectively it uses its own moves and how much damage it suffers from its opponents' moves. Though these stats will improve as the Pokémon gains levels, most Pokémon excel in some areas and are weak in others. Match your battle strategy to each Pokémon's specialty!

HP	When a Pokémon is damaged, it loses HP. When its HP runs out, it faints and can no longer be used.
Speed	The higher a Pokémon's Speed stat, the faster it strikes in a battle round.
Attack	The higher a Pokémon's Attack stat, the more damage it delivers with physical attacks.
Defense	The higher a Pokémon's Defense stat, the less damage it suffers from physical attacks.
Special Attack	The higher a Pokémon's Special Attack stat, the more damage it inflicts with special attacks.
Special Defense	The higher a Pokémon's Special Defense stat, the less damage it takes from special attacks.



The combat chart

This chart is the greatest weapon in a Pokémon Trainer's arsenal. If you use the right attacks to exploit a Pokémon's weaknesses, even your opponents' highest-level Pokémon won't last more than a few turns. Much of it is common sense: Fire melts Ice, for example, while Water douses Fire. Other type relations are more complicated, so refer to this chart often.

	Your attack type	Opponent's Pokémon type															
		NORMAL	FIRE	WATER	ELECTRIC	GRASS	ICE	FIGHTING	POISON	GROUND	FLYING	PSYCHIC	BUG	ROCK	GHOST	DRAGON	STEEL
	NORMAL																
	FIRE	-		+													
	WATER	+	-														
	ELECTRIC			-	+												
	GRASS			+	-												
	ICE					-	+										
	FIGHTING	+						+									
	POISON								+								
	GROUND	+								+							
	FLYING										+						
	PSYCHIC											+					
	BUG												+				
	ROCK													+			
	GHOST														+		
	DRAGON															+	
	DARK																+
	STEEL																+

Damage multipliers

Consider which multipliers are pertinent for each battle move. Multipliers can combine to produce massive damage—or diminished damage. A few examples:

- A Grass-type attack will do double damage when used on a Rock-type Pokémon.
- A Grass-type attack will do quadruple damage when used on a Rock-and-Ground-type Pokémon.
- A Dark-type attack will do half the usual damage when used on a Fighting-type Pokémon.
- A Ghost-type attack will have no effect on Normal-types.
- A lucky critical hit will deliver double damage even when no modifiers apply.

Damage Multipliers

x2	Damage for + attacks
x2	Extra damage from randomly occurring critical hits
x1.5	Attack type matches the attacking Pokémon's type (single-type Pokémon)
x1.25	Attack type matches the attacking Pokémon's type (dual-type Pokémon)
x0.5	Damage for - attacks
x0	Damage for = attacks

Physical attacks

Physical attack types are listed in black. The higher the attacking Pokémon's Attack skill, the more damage its physical attacks will do. But the higher the defending Pokémon's Defense skill, the less damage it will suffer.

Special attacks

Special attack types are listed in green. The higher the attacking Pokémon's Special Attack skill, the more damage its special attacks will do. But the higher the defending Pokémon's Special Defense skill, the less damage it will suffer.

Move statistics

Each move has stats, as well. To see these in the game, press the A Button while highlighting a Pokémon in the Pokémon menu, and select Summary. Press Right twice to get to page three of its summary, then press A again to view each of the Pokémon's moves. You can see all of the moves in the game, with complete stats, listed on pages 169-175 of the book. Refer to that section when your Pokémon has the option to learn a new move—the new one may not be better than the ones it already knows.

Status conditions

Many moves inflict status conditions on their targets. When this is all a move does, it tends to be fairly accurate, but when the move also deals damage the odds of hitting with the status condition are much lower. Certain conditions, like Paralyze and Poison, are permanent—they can continue after the battle ends. Others will be cleared automatically after the fight.

Condition-inflicting moves

Effect	Move	Effect AC
Burn	Will-O-Wisp	75
Confuse	Confuse Ray	100
	Supersonic	55
	Sweet Kiss	75
	Teeter Dance *	100
Love	Attract	100
Paralyze	Glare	75
	Stun Spore	75
	Thunder Wave	100
Poison	Poison Gas	55
	Poisonpowder	75
	Toxic **	85
Sleep	Grasswhistle	55
	Hypnosis	60
	Sing	55
	Sleep Powder	75
	Spore	100
	Yawn *	100

* Move has an additional effect or special usage condition. See the Battle Moves list on pages 169-175.

** Move afflicts target with more-serious damage each turn.

*** Move can cause a Paralyze, Freeze or Burn condition randomly.

**** Move effect changes by location.

BA (Basic Attack power)

A move's basic attack power (listed as Power in the game) determines the base amount of damage it inflicts. This number is then modified by the Pokémon's Attack or Special Attack (depending on the move type) and combat modifiers to determine how effective the move is. Generally, you should replace low-BA moves with high-BA moves whenever you have the opportunity.

AC (Accuracy)

Of course, it doesn't matter how powerful a move is if it doesn't hit the target! Each Pokémon should know at least one high-Accuracy move (the max Accuracy is 100) to ensure a hit against Pokémon that are near fainting, or to give you a better chance at hitting Pokémon who have used a move to increase their Evasiveness.

Power Points (PP)

Power Points (PP) show how many times a Pokémon can use a move before the move is tapped out. When a Pokémon refreshes at a Pokémon Healing Machine, all PP are replenished. Many of the game's best moves have only 5 or 10 PP, so you'll need to use them sparingly.

Condition Effect on defending Pokémon

Burn	Loses Attack strength and HP each turn
Confuse	Sometimes attacks itself instead of the target
Flinch	Can't use moves for the remainder of the turn
Freeze	Can't use moves until the condition is cleared
Love	If opposite gender of attacker, moves will fail 50% of the time
Paralyze	Can't use moves 25% of the time, and the Speed stat is lowered
Poison	Loses Attack strength and HP each turn
Sleep	Can't use moves until the condition is cleared

Damage- and condition-inflicting moves

Effect	Move	Effect AC
Burn	Blaze Kick	10
	Ember	10
	Fire Blast	10
	Fire Punch	10
	Flame Wheel	10
	Flamethrower	10
	Heat Wave	10
	Sacred Fire	50
Confuse	Confusion	10
	Dizzy Punch	20
	Dynamicpunch	100
	Psybeam	10
	Signal Beam	10
	Water Pulse	20
Flinch	Astonish	30
	Bite	30
	Extrasensory	10
	Fake Out *	100
	Headbutt	30
	Needle Arm	30
	Rock Slide	30
	Rolling Kick	30
	Sky Attack	30
	Snore *	30
	Stomp	30
	Twister	20

Effect	Move	Effect AC
Freeze	Blizzard	10
	Ice Beam	10
	Ice Punch	10
	Powder Snow	10
Paralyze	Body Slam	30
	Bounce	30
	Dragonbreath	30
	Lick	30
	Spark	30
	Thunder	30
	Thunderbolt	10
	Thunderpunch	10
	Thundershock	10
	Zap Cannon	100
Poison	Poison Fang **	30
	Poison Sting	30
	Poison Tail	10
	Sludge	30
	Sludge Bomb	30
	Smog	40
Special	Tri Attack ***	20
	Secret Power ****	30

Use status conditions to help Snag Shadow Pokémon

It is much easier to Snag a Shadow Pokémon or catch a wild Pokémon when it is under the influence of a status condition. Sleep, Freeze and Paralyze have the strongest effect, but Confuse, Poison and Burn will help a bit too. However, the latter conditions all have the potential to damage the Pokémon, possibly knocking it out before you can Snag or catch it! Use them very carefully.



Call your Pokémon

Using the Call option in the battle menu will awaken a sleeping Pokémon with 100% success. It will also return a Shadow Pokémon from Reverse mode (see page 14). If you use it on a healthy Pokémon, it will boost its Accuracy.

Stat-altering moves for attacking and defending Pokémon

If you intend on using your chosen Pokémon for more than a few turns, it may pay to boost its stats with a move so it can deal extra damage or survive longer in battle. If you're facing a particularly difficult foe, it may be easier to beat if you weaken its stats first.

Before you tinker with anyone's stats, make sure you understand the difference between physical and special attacks! Reducing the Special Attack of a Rock-type Pokémon, for example, will accomplish nothing.

The charts on this page indicate the various kinds of stat-affecting moves and the accuracy rate for the stat effects.



Moves that raise the attacker's stats

Effect	Move
Attack +	Belly Drum •
	Howl
	Meditate
	Swords Dance
Defense +	Acid Armor
	Barrier
	Defense Curl
	Harden
	Iron Defense
Special Attack +	Growth
	Tail Glow
Special Defense +	Amnesia
Speed +	Agility
Attack + / Defense +	Bulk Up
	Curse •
Attack + / Speed +	Dragon Dance
Defense + / SD +	Cosmic Power
SA + / SD +	Calm Mind
	Dooble Team
Evasion +	Minimize
Special	Psych Up ••

Moves that inflict damage and raise the attacker's stats

Effect	Move	Stat AC
Attack +	Metal Claw	10
	Meteor Smash	20
Defense +	Skull Bash	100
	Steel Wing	10
All +	Ancientpower	10
	Silver Wind	10

Moves that reduce the defender's stats

Effect	Move	Stat AC
Attack -	Charm	100
	Featherdance	100
Defense -	Growl	100
	Leer	100
Special Defense -	Fake Tears	100
	Metal Sound	85
Speed -	Cotton Spore	85
	Scary Face	90
Attack - / Defense -	String Shot	95
	Tickle	100
Attack - / SA -	Memento •	100
	Flash	70
Accuracy -	Kinesis	80
	Sand-Attack	100
Evasion -	Smokescreen	100
	Sweet Scent	100

Moves that inflict damage and reduce the defender's stats

Effect	Move	Stat AC
Attack -	Aurora Beam	10
	Acid	10
Defense -	Crush Claw	50
	Iron Tail	30
Speed -	Rock Smash	50
	Bubble	10
Special Attack -	Bubblebeam	10
	Constrict	10
Special Defense -	Icy Wind	100
	Mud Shot	100
Accuracy -	Rock Tomb	100
	Mist Ball	90
Crunch	Crunch	20
	Luster Purge	50
Psychic	Psychic	10
	Shadow Ball	20
Muddy Water	Muddy Water	30
	Mud-Slap	100
Octazooka	Octazooka	50

• Move has an additional effect or special usage condition. See the Battle Moves list on pages 169-175.

•• Duplicates the target's stat modifications.

Counter stat-altering moves

The effects of stat-altering moves are temporary; the inflicted Pokémon will regain its normal stats at the end of the battle. If one of your Pokémon is severely weakened by stat-reducing moves, swapping it out is usually the best solution. But if you need that Pokémon in play, you have a few options.



Rare White Herbs are the only items that restore modified stats. Your Pokémon can hold a White Herb in battle to use when needed.



Moves like Crobat's Haze can return the stats of all Pokémon to normal, while other moves, like Foresight, strip away the bonuses to a specific stat.



Miscellaneous moves

Although you can certainly play through the game using nothing but simple attack moves and stat boosters, many Pokémon learn moves that are a little less straightforward. Every move has a purpose, and strange effects that initially seem like drawbacks can often work to your advantage in the right situation or in combination with certain other moves. Expert Trainers should experiment with these moves to discover their true strengths and weaknesses!

Recurring attacks

Some moves, like Fire Spin or Rollout, do damage over a few turns while keeping a foe trapped or building up power. The catch is that you can't change the attacking Pokémon's move until the effect is over.

Health-stealing moves



Moves like Leech Seed or Giga Drain draw health from your opponent and add it to your Pokémon's HP. These moves are among Grass-types' greatest strengths.

Fly, Dig and Dive



Moves like Fly, Dig and Dive will cause the attacker to leave the field for one turn and strike on the next. If you time the move correctly, factoring in your opponent's Speed, you can use it to avoid an attack on the first turn.

Multiple-hit attacks

Attack with a move like Fury Swipes to hit an enemy two to five times in one turn. These moves usually do less damage per hit, but five hits in a row can be devastating to your foes!

Helping moves

In Double Battles, you can have one Pokémon use Helping Hand or Follow Me to boost its partner's strength or protect it for the duration of the turn.

Mess with your opponent's moves

Encore forces an opposing Pokémon to repeat its last move on the next turn. Conversely, Disable prevents the last move from being used again.

Confusion and trickery

Swagger and Flatter confuse an opponent while boosting its attack stats. It can backfire, but if the target turns its attacks on itself, it's in for a round of self-hurt.

Weather moves



Many Pokémon types have a weather move that boosts the power of same-type attacks. Rain Dance boosts Water-type moves, for example. In combination with specific moves, these may have other positive effects!

Trap the opponent

Moves like Wrap or Constrict deal continuous damage to a target and prevent it from escaping. The damage may be small, but you can compound it with other status conditions, like Poison.

Level-based moves

Night Shade and Seismic Toss are great for high-level Pokémon. They do damage equal to the user's level, regardless of type-based weaknesses and resistances!

The dark power of new Shadow Moves

Shadow Pokémon regain their Innate moves over time, but all begin with only Shadow Moves. These moves are quite powerful: Shadow Rush is a basic, high-Accuracy attack; Shadow Wave hits both of an opponent's Pokémon; Shadow Sky hurts all non-Shadow Pokémon every turn; and Shadow Half can cut all Pokémon's HP in half! Other Shadow Moves reduce stats, keep Pokémon trapped or cause confusion. Most importantly, every regular Pokémon is weak to Shadow Moves.



Hang on to your Shadow Pokémon

It's good to have a Shadow Pokémon with you on your team in case you walk into a battle that leaves your other Pokémon at a type disadvantage. Even when a Shadow Pokémon is ready to be purified, you may want to keep it in its Shadow state if you anticipate a tough battle ahead.



Learning new moves

A Pokémon can possess only four battle moves. If it knows four moves and is about to learn a new one, you'll have to choose whether to have it forget an existing move or pass up the new one. There are three ways that a Pokémon can learn new moves:

By leveling up

When Pokémon reach certain levels, they will gain access to new moves automatically. Pokémon that are capable of Evolution will learn moves at lower levels in earlier evolutionary forms.

By Technical Machines (TMs)

A Technical Machine (TM) is an item that will allow you to teach Pokémon a specific move. Only certain Pokémon can learn each move—typically the Pokémon that share the move's type. You can use each TM only once, but you can purchase or win multiple copies of certain TMs in colosseums.

From various people in Orre

There are a few people in Orre that will teach one of your Pokémon a move. The Move Teacher in Agate Village (page 31) will teach moves for free, but only a few. In exchange for Poké Coupons, a different teacher in Mt. Battle (page 32) will retrain a Pokémon any of the moves it has forgotten or failed to learn.

Switching Pokémon in battle

At the beginning of each turn (before any moves are made), you can switch out a Pokémon for another on your team. You'll forfeit an attack opportunity, but changing your active Pokémon to exploit type resistances and vulnerabilities is a valuable combat strategy.

Offensive switching

If you see a Pokémon and know its type (or look it up on pages 106-160), you'll know exactly which attacks will score type-trumping damage multipliers. It's usually a good idea to make the switch to a Pokémon with the right type of attacks, but remember that a strong attacker is not necessarily a strong defender, and your opponent will get the first strike.

Defensive switching

If the opposing Pokémon has an attack type that trumps your Pokémon's type, switch out your Pokémon for one that has better resistance. It's hard to know which moves an opposing Pokémon has until it uses them, but you can assume—at least with higher-level Pokémon—that it will have a minimum of one powerful move that matches its own type.

Double Battle

Nearly every battle in Pokémon XD is a Double Battle, meaning each Trainer can have two Pokémon on the field at once. Many moves affect multiple Pokémon, and the ability to have Pokémon work together in combat opens up new areas of strategy.

Pair your starting team well



The first two Pokémon in your roster (the ones on the left side) will be your default Pokémon in battle. Choose them carefully, and make sure they don't share a weakness. Versatile Pokémon with a wide variety of attack types are ideal.

Some attacks affect more than one Pokémon

Many moves affect both of your opponents' Pokémon, but a few—Earthquake, Eruption, Magnitude, Selfdestruct and Teeter Dance—hit everyone except the user, including its owner's other Pokémon! If you intend to use these moves, pair the user with a Pokémon that is expendable, type-resistant or can save itself with a move like Protect.

Some abilities benefit more than one Pokémon



In addition to its moves, every Pokémon has an innate ability (see page 11 for more details and pages 166-167 for a whole list). Many of these abilities can affect multiple Pokémon. For example, Intimidate will reduce the Attack of all opponents. The Cloud Nine ability will protect both of your Pokémon from weather effects, and Lightningrod will draw Electric-types attacks away from your teammate.

Wide-area attacks with status effects

The Accuracy of a move that affects more than one Pokémon is checked against each foe separately, so it may hit one but miss the other. The same is true for status conditions the move may cause.

Effect	Move	Effect AC
Burn	Heat Wave	10
Flinch	Rock Slide	30
	Twister	20
Freeze	Powder Snow	10
	Blizzard	10
Accuracy -	Muddy Water	30
Defense -	Acid	10
Speed -	Bubble	10
	Icy Wind	100



Wide-area support moves

Double Battle support moves help both of your Pokémon or hit both defenders with a special effect.

Move	Effect
Aromatherapy •	Heals all conditions of all Pokémon in your party
Growl •	Reduces the Attack stat of foes by one level
Haze •	Returns stats of all active Pokémon to normal
Heal Bell •	Heals all conditions of all your active Pokémon
Imprison	Prevents foes from using moves known by the user
Leer	Reduces Defense stat of foes by one level
Light Screen •	Halves damage from foes' special attacks for five turns
Mist •	Prevents all stat reduction
Reflect •	Halves damage from foes' physical attacks for five turns
String Shot	Reduces Speed stat of foes by one level
Sweet Scent	Reduces Evasiveness stat of foes by one level
Tail Whip	Reduces Defense stat of foes by one level

• These moves will always succeed.

Single-Pokémon combos

You can set up battle combos by combining a move with an ability, a held item or a follow-up move you'll use on a subsequent turn. There are several great combos you can use in battle, and many more you can discover on your own.

Overheat and White Herb

Every time a Pokémon uses the Overheat attack, its Special Attack will drop dramatically—and thus reduce Overheat's damage on successive turns. But you can prevent this stat loss by giving your Pokémon a White Herb to hold.

Endure + Salac Berry + Reversal



The Reversal move inflicts damage based on how low the user's HP is. When your Pokémon seems to be nearly KO'd, use the Endure move to make sure that it survives with 1 HP left. If it's holding a Salac Berry, which greatly increases a Pokémon's Speed when its HP is low, it will use it. This should set up your Pokémon for a first-strike attack with a max-power Reversal.

Belly Drum, then Rest and Chesto Berry

This one is a Snorlax classic. Start with Belly Drum to max out your Attack stat at the cost of half your HP. Restore the lost HP by using Rest, which will heal the user but put it to sleep. If it is holding a Chesto Berry, it will immediately wake up and be ready to dish out a superpowered attack.

Rain Dance and Thunder



Bring on the rainy weather with Rain Dance to raise the damage of all Water-type attacks. However, the rain will also boost the Accuracy of the powerful but notoriously inaccurate Thunder move. When you use Thunder on a rainy day, it will always hit! If you're lucky, your opponents will use Rain Dance themselves, ensuring their defeat.

Double Battle combos

Many of the combos you can use in two-on-two battles aren't possible when your Pokémon are fighting solo. The simplest combos involve one Pokémon using a move that hits everyone, like confusion-causing Teeter Dance, while the other uses a move, held item or ability (such as Own Tempo) to protect itself. Other combos involve two compatible abilities like Drought (which changes the weather to sunny) and Chlorophyll (which doubles a Pokémon's Speed in sunny weather).

Sunny Day and Solarbeam



A solo Pokémon can use this combo if it has both moves, but it will take two turns to get it started. In a Double Battle, a fast teammate can use Sunny Day while a slower Pokémon casts Solarbeam with no lag. It's even better if one or both Pokémon use Fire-type attacks (which will be powered up) or have abilities that are triggered in sunlight.

Follow Me and Focus Punch



Focus Punch can do serious damage if it connects. However, it forces the attacker to move last in the turn. If the attacking Pokémon is hit before using the move, it will flinch and lose its turn. Have another Pokémon use Follow Me to draw the attacks away from the Focus Punching Pokémon.

Teammate has Guts ability

If a teammate has the Guts ability, you can power it up by having your other Pokémon hit the gutsy Pokémon with a status condition. Even better, you could then have the afflicted Pokémon use the Facade move to further double the damage.

Belly Drum and Psych Up

The Belly Drum move maxes out the user's Attack score at the expense of half its HP. The Psych Up moves allows a second Pokémon to steal the benefit without the drawback!

The key to victory is a diverse team



The strongest teams are the ones with the best range of attack types; a wide range maximizes your type-trumping possibilities. Additionally, no more than two of your Pokémon should be weak to the same attack type, or you could lose badly when you run into a team full of that type.

Dual-type Pokémon whose types shore up each other's weaknesses (like Quagsire's mix of Water and Ground) allow you to run two offensive move types without increasing your vulnerabilities. It's best if each Pokémon knows a move or two outside of its own type (ideally moves of a type that isn't represented elsewhere in your team). If you apply as many of these principles to your team as possible, even the most difficult colosseums will be within your grasp!



Raising Pokémon

Guide your Pokémon with a firm but gentle hand.

You will acquire scores of Pokémon on your journey. Choose the ones among them with the most potential and raise them into champions.

Catch Pokémon



To Snag a Pokémon from a Trainer or catch one in the wild, you'll need to reduce its HP as much as possible. Use weak attacks, moves that do fixed amounts of damage regardless of type, or moves like False Swipe to do this safely. Status conditions, particularly Sleep and Paralyze, will help as well. The exact odds of success depend on the level, remaining HP and status of the target Pokémon, as well as what kind of Poké Ball you are using. See page 14 for information on how to Snag Shadow Pokémon.

Wild Pokémon in Orre



As you progress through the story, wild Pokémon will appear in Orre at places known as Poké Spots. To catch them, you will need to leave behind Poké Snacks to lure them in, then race over to catch them when your Spot Monitor alerts you to their presence. All Wild Pokémon battles are one-on-one, so put your Pokémon with the best catching moves at the top of your roster.

Pokémon Evolution

When some Pokémon reach a certain level, they'll begin to evolve into a new form. Evolved Pokémon learn new moves at a slower pace, but their stats may increase dramatically. If learning moves sooner is important to you, you can choose to halt the evolution by pressing the B Button during the evolution sequence. There are also ways for a Pokémon to evolve that are not based on experience points.



Stone evolutions

Some Pokémon will evolve if you use a special stone (like a Leaf Stone) on them. Stones are rare and they disappear after you use them, so make sure that you want to use the stone to evolve a specific Pokémon.

Trade evolutions

When the Trade Center opens in Phenac City, you can trade Pokémon with friends or import them from other Pokémon games. Some Pokémon will evolve when they're traded. Traded Pokémon will also gain experience faster than other Pokémon.

Other evolutions

Some Pokémon can evolve into more than one form, chosen at random, at a certain level. Others will evolve based on friendship (you can improve your friendship with a Pokémon most easily by keeping it in the lead position in your party). Talk to the bartender at the Krabby Club to find out about your friendship with a Pokémon.

Raising your Pokémon

Whenever you use a Pokémon in combat, you're doing so at the expense of the other Pokémon you own. Instead of raising every Pokémon you catch, pick a few of the best and use them in battle as much as possible, teach them the best moves with TMs and save your stat-boosting items for them exclusively.

Leveling up Pokémon



Using Pokémon in battle, even if it's just for a moment, will earn them EXP (experience points). When a Pokémon's EXP bar is full, it will level up, gaining a stat boost and possibly a new move. You can also leave your Pokémon at the Day Care in Agate Village (see page 31) and pay the Day Care Lady to raise it for you, but this will deprive you of the chance to decide what moves it will learn. Finally, you can use the Rare Candy item to boost a Pokémon by one level.

Use items to boost stats

You can feed your Pokémon Calcium, Carbos, HP Up, Iron, Protein or Zinc to increase its stats permanently. You can find these items in the course of your journey and purchase them at Realgam Tower.

Using Exp. Share

Once you acquire Exp. Share from the mayor of Phenac City, you can give it to a Pokémon to hold. That Pokémon will then receive a share of any experience you earn, even if it does not participate in combat. For it to receive its share, the Pokémon that holds it must be in your roster, not stored in your PC.

Standard experience division

60 experience points	60		Pokémon 1 fought 20	Pokémon 2 fought 20	Pokémon 3 fought 20
			Pokémon 4 not used 00	Pokémon 5 not used 00	Pokémon 6 not used 00

After your team defeats a Pokémon, all battle participants will get an equal share of the experience points. Pokémon that did not enter the battlefield will get nothing.

Division if the Pokémon with Exp. Share doesn't fight

60 experience points	30	30	Pokémon 1 fought 10	Pokémon 2 fought 10	Pokémon 3 fought 10
			Pokémon 4 Exp. Share / not used 30	Pokémon 5 not used 00	Pokémon 6 not used 00

When a Pokémon holds Exp. Share but doesn't enter the battle, it will siphon half of the experience total. The remainder will be divided up among battle participants.

Division if the Pokémon with Exp. Share does fight

60 experience points	60		Pokémon 1 40 Exp. Share / fought	Pokémon 2 fought 10	Pokémon 3 fought 10
			Pokémon 4 not used 00	Pokémon 5 not used 00	Pokémon 6 not used 00

When a Pokémon holds Exp. Share and enters the battle for any length of time, it will receive half of the points, plus an equal share of the remaining points divided up among the participants.

Natures and abilities

A Pokémon is more than the sum of its moves and stats.

While every Pokémon with the same name gains the same moves and has similar stats, each individual Pokémon has its own unique ability, nature and gender.

Innate abilities

Every Pokémon has a single innate ability, chosen from the one or two abilities possible for that type of Pokémon. These abilities represent special immunities or moves that the Pokémon will use automatically when the time is right. The abilities fall into four categories:

Prevention abilities

Some abilities make a Pokémon resistant or invulnerable to specific types of attacks. For example, Levitate will make it immune to Ground-type attacks like Earthquake.

Backlash abilities

Some abilities hit an attacking Pokémon with a backlash effect in certain situations. For example, a Pokémon who has the Rough Skin ability will do a bit of damage to a Pokémon that attacks it.

Enhancing abilities

Some abilities will enhance a Pokémon's stats under certain conditions. Weather, a Pokémon's HP or even certain of an opponent's attacks could trigger an enhancing ability. For example, Blaze boosts a Pokémon's Fire-type attacks when its HP is low.

Unique abilities

Some abilities are beyond categorization, such as Wonder Guard. This ability makes Snezhnija immune to all damage except from attacks that trump its own type.

Pokémon natures

Each Pokémon has one of 25 natures that represent its basic personality. Every time it levels up, its stats will increase—but its nature affects how quickly the stats develop. Refer to the table below to see which stats will increase relatively quickly (+) or slowly (-). To check your Pokémon's nature, select it in the Pokémon menu and choose Summary. The best Pokémon have natures that complement their types (a Fighting-type Pokémon should be Adamant, not Modest).

Benefits and drawbacks of nature

Nature	Effect
Adamant	Attack + / SA -
Bashful	No effect
Bold	Defense + / Attack -
Brave	Attack + / Speed -
Calm	SD + / Attack -
Careful	SD + / SA -
Docile	No effect
Gentle	SD + / Defense -
Hardy	No effect
Hasty	Speed + / Defense -
Impish	Defense + / SA -
Jolly	Speed + / SA -
Lax	Defense + / SD -

Nature	Effect
Lonely	Attack - / Defense -
Mild	SA + / Defense -
Modest	SA + / Attack -
Naive	Speed + / SD -
Naughty	Attack + / SD -
Quiet	SA + / Speed -
Quirky	No effect
Rash	SA + / SD -
Relaxed	Defense + / Speed -
Sassy	SD + / Speed -
Serious	No effect
Timid	Speed + / Attack -

Items and held items

Important tools for Trainers and Pokémon alike.

You can find, purchase or earn items throughout Orre, where they'll be sorted automatically in your inventory. You can give certain items to your Pokémon to use. See the item appendix in the back of this book for a complete list of the items in Pokémon XD.

Items

The game divides your inventory into five pages. General Items include all recovery items and non-berry items you can give your Pokémon to hold. The second page lists your Poké Balls, which you can use only in combat to catch Pokémon. The third page shows your TMs, which can be used (once each) to teach Pokémon new moves. The fourth page, Berries, lists all of the berry recovery items that you can give a Pokémon to hold. The final page, Key Items, lists items that cannot be sold or discarded.

Held items

You can give each Pokémon one item to hold. Some of the most common held items are berries, which are recovery items that trigger when needed—you don't have to waste a turn to use them. A berry can trigger only once per battle, but does not disappear when used.

Pokémon can also hold items that have an effect for as long as they are held. For example, Leftovers recovers a bit of HP every turn, and it never runs out!

When you Snag a new Pokémon, check to see what it's holding. Many have items that continuously enhance one attack type! Take these items and give them to your best Pokémon of the same type.

Held-item cures for status conditions

Condition	Held-item cure
Burn	Lum Berry, Rawst Berry, White Herb
Confuse	Persim Berry
Freeze	Aspear Berry, Lum Berry, White Herb
Paralyze	Cheri Berry, Lum Berry, White Herb
Poison	Lum Berry, Pecha Berry, White Herb
Sleep	Chesto Berry, Lum Berry, White Herb

Orre at a glance

Your homeland is a paradise for Pokémon Trainers.

Pokémon XD's Story mode is set in Orre, a harsh but beautiful land where Pokémon are popular but not usually found in the wild. A lot has changed in the five years since your last visit.

The Orre map

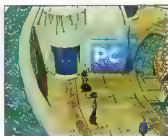
Traveling in Orre is simple. When you learn of a new area, someone will point out its location on your Field Map. You can then select the icon that represents that location, and your character will hop on his scooter and speed over there. To return to the Field Map, head to the area's exit, which is usually to the south.



Pokémon Centers

Pokémon Centers are where Trainers go to heal and manage their Pokémon. Use the PC to sort through your Pokémon, check their stats and change party members. You can also access your Item Storage and trade items back and forth.

Once the Purify Chamber is up and running, you can use PCs to manage the Pokémon being purified, as well (see page 16). There is also a Trade Center in the basement of the Phenac City Pokémon Center; there you can import Pokémon from other games into Pokémon XD (see page 17).



Other locations

You will find PCs and Pokémon Healing Machines in areas other than the Pokémon Center and Pokémon HQ Lab. When you see one, make a mental note so that you can use it as a base to heal and change party members.

Battle Trainers all over Orre

The majority of the areas in Orre will have friendly Trainers hanging around and waiting to challenge other Trainers. Battling these Trainers will help you level up your Pokémon in preparation for more-serious battles against Cipher (see page 14).

Mt. Battle and Colosseums

Many of the areas you will visit have Colosseums where Trainers assemble to battle each other. If you enter a Colosseum, you will do battle with four rounds of Trainers. After each challenge, the health and status of your Pokémon will be restored completely. The first time you win at a Colosseum, you'll win money and an additional prize; each subsequent visit to the Colosseum will yield only cash. Mt. Battle is like a Colosseum, but features 10 series of 10 fights in a row. Prizes are awarded after every series of fights.

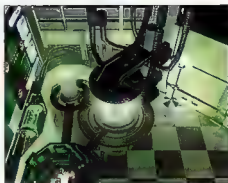


Pokémarts and other shops

Pokémarts are the place to go to purchase items you will need during your adventure, such as Potions and Poké Balls. Pokémarts have different stock in different towns, and the stock may change over time. You'll also find other specialty shops that sell items Pokémarts don't carry.

Realgam Tower

Realgam Tower is the site of one of Orre's three Colosseums, but that's not all it has to offer. It also hosts Battle Simulations and Battle Bingo, which earn you prizes and Poké Coupons, an alternate form of currency. Additionally, Realgam Tower sells stat-enhancing items and rare TMs for your Pokémon.



In the course of your journey you can find many Battle CDs. Take them to the Battle Simulator in Realgam Tower, where you can fight in the special battle that each disc contains. Collect and beat each disc to win valuable prizes.

Menus and the P★DA

Manage your resources with the game's simple menu system.

The first item you will receive on your quest is the P★DA (Pokémon Digital Assistant). This handy, upgradable device will help you manage your mail and keep tabs on the Pokémon you encounter.

Using the in-game menus

Bring up the main menu at any time outside of battle with the Start, X or Y Button to manage your items and Pokémon, access your P★DA and save your game.

Manage items

All items are sorted automatically into one of five pages. You can turn the page by pressing Right or Left, and sort items automatically with the R Button or manually with the X Button. Select an item to use it, give it to a Pokémon or toss it.

Arrange your party and check on your Pokémon



From the Pokémon menu you can see all of the Pokémon in your roster. Their names, levels, HP and status conditions will be displayed, along with their battle order (the two on the left always go first). Select a Pokémon to view a summary of its abilities, switch its position with another Pokémon or change the item it is holding.

Save the game

You can save your progress anywhere, anytime (except in midbattle) and as often as you want.

Battle screen

When you initiate a battle with a Trainer or a wild Pokémon, you will enter the battle screen. At the top, you can see the name, gender, level and HP for each Pokémon on the field. Shadow Pokémon have a purple border instead of a silver one. The balls above the top Pokémon represent how many Pokémon each Trainer has left in his or her roster.

The available options are Fight, Pokémon, Item and Call. When you choose Fight, the list of moves your Pokémon knows will appear. Select one and then a target. To use an item, select Item and scroll through your inventory. Select Pokémon to switch your in-play Pokémon with one on your bench, or simply to see the status or summary of other Pokémon. Select Call to wake up a sleep ng Pokémon or pull one back from Reverse mode.



When a battle begins, take a look at how many Pokémon you'll be facing by counting the balls above your opponent's top Pokémon. As you capture your opponent's Shadow Pokémon, the balls will move to the upper left-hand corner, by the word "Snag."

Pokémon Digital Assistant

Early in the game, Professor Krane will give you the handy Pokémon Digital Assistant, which can store massive amounts of data about Pokémon that you have encountered.

and can be upgraded with new features like the Spot Monitor later in the game. You can also use it to receive and read e-mails from friends in other areas of Orre while you are traveling. In addition to the sub-menus, the P★DA screen displays your current number of Poké Dollars and Poké Coupons.



Shadow Monitor

The Shadow Monitor is a list of Shadow Pokémon that you have seen or Snagged on your quest. Each entry lists the status of each Shadow Pokémon's Heart Gauge and its current location (party, PC or Purify Chamber). Eventually you will find the full list and be able to use the Shadow Monitor to figure out which Pokémon you are missing.

Strategy Memo



The Strategy Memo feature is a Pokédex of sorts that allows you to examine any normal Pokémon that you have seen in combat. The memo displays the Pokémon's types, abilities and a height comparison. The final page (Matchup) lists the Pokémon types that the selected Pokémon is strong and weak against.

Mailbox

When a character e-mails you, an alert will appear in the top-left corner of the screen and the message will appear. Some important messages will remain in your inbox so you can refer to them later, if necessary.

Spot Monitor



When you obtain the Spot Monitor, you can check how many Poké Snacks you have set as bait at each of the Poké Spots. An alert will warn you when a Pokémon has appeared at a Poké Spot, and you can check the Spot Monitor map to see exactly where the Pokémon has appeared (the location will be flashing), and how many Poké Snacks remain there.

Snag and purify them

Rescue the Shadow Pokémon from Cipher's terrible grasp.

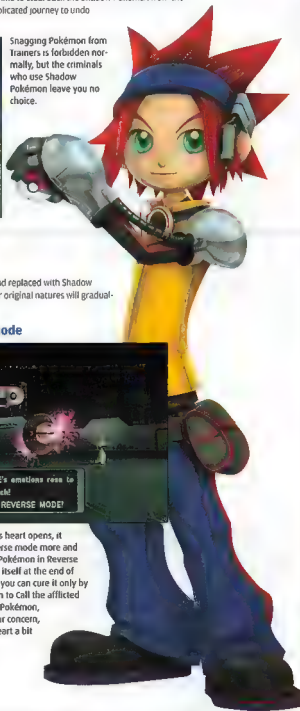
Five years ago, an evil organization known as Cipher pioneered a way to create Shadow Pokémon by closing the hearts of normal Pokémon and twisting them into battle machines. But the organization was destroyed by a lone hero and the Shadow Pokémon were rounded up and purified. Now Shadow Pokémon are appearing in Orre again, and no one knows why...

Your rescue mission

Your mission is not merely to stop the production of these monstrous Shadow Pokémon, but to save the ones that have already been made. After you use Professor Krane's incredible Snag Machine to steal back the Shadow Pokémon from the criminals who abuse them, you'll have to embark on a complicated journey to undo Cipher's taint and open the Pokémon's hearts again.



Snagging Pokémon from Trainers is forbidden normally, but the criminals who use Shadow Pokémon leave you no choice.



Shadow Pokémon

When a Pokémon's heart is closed, it becomes a vicious battle machine. All of its original moves are forgotten and replaced with Shadow Moves, powerful attacks that are strong against any regular Pokémon. As you purify the Shadow Pokémon, their original natures will gradually return. When their hearts are ready to open, you can purify them completely.

Shadow Pokémon restrictions

Although you can command Shadow Pokémon in battle like any other Pokémon, they have many unusual characteristics:

- They will not level up. Shadow Pokémon still gain experience, but it is not applied until the Shadow Pokémon is purified.
- They will not evolve. Evolution cannot occur until the Shadow Pokémon is purified.
- They possess only two Shadow Moves when you acquire them. As their hearts begin to open they will remember some of their standard moves. The two Shadow Moves will be replaced with regular moves when purified.
- They cannot learn TMs or any other learned moves.
- They cannot be given nicknames.
- They cannot be traded to other Pokémon games.

Shadow Moves



There's a wide variety of Shadow Moves. All are powerful, and all are supereffective against any regular Pokémon. They are not very effective against other Shadow Pokémon, however.

Reverse mode



As a Pokémon's heart opens, it will enter Reverse mode more and more often. A Pokémon in Reverse mode will hurt itself at the end of each turn, and you can cure it only by spending a turn to Call the afflicted Pokémon. The Pokémon, touched by your concern, will open its heart a bit.

Using the Snag Machine

Professor Krane and his crack team of researchers have developed a prototype device known as a Snag Machine to catch Shadow Pokémon. You'll need to acquire the Snag Machine to Snag Shadow Pokémon from other Trainers. Without it, there is no way you can acquire Shadow Pokémon.

Step 1: Identify the Shadow Pokémon



The Snag Machine visor will identify a Shadow Pokémon automatically when a Trainer sends one out in battle. The Shadow Pokémon will appear to have a purple cloud around it, and throughout the encounter the border of its data box will be purple.

Step 2: Weaken the target Shadow Pokémon

Like catching any other Pokémon, it is best to weaken a Shadow Pokémon by lowering its HP bar into the red near-fainting state before attempting to throw a ball and Snag it. Use weak moves, moves that can't score critical hits (like Seismic Toss), or False Swipe (which cannot KO a foe).

Step 3: Inflict a status condition

This step is not always necessary, but it will help ensure success when trying to Snag a Shadow Pokémon. You will improve your odds if the Pokémon has a status condition on top of having low HP. Sleep and Paralyze are the best choices, as other conditions have the potential to damage the target, possibly causing a KO.

Step 4: Choose an appropriate ball

You can launch many types of Poké Balls with your Snag Machine. If a Pokémon has only a sliver of HP and a status condition, you probably don't need to use the best kind, but higher-level Pokémon will require the best ball you can afford. Some balls have special properties that may make them more effective against certain Pokémon types, or under certain other conditions.

The Heart Gauge

Each Shadow Pokémon has a Heart Gauge that can be viewed in your Shadow Monitor, in the Pokémon's Summary screen or in battle (instead of an EXP bar). It consists of five purple bars that you must clear before the Shadow Pokémon can be purified. Whenever a bar is cleared, a little bit more of the Pokémon's true nature is revealed.

The starting point

All Shadow Pokémon will be at this stage when you acquire them. Their nature is hidden and they know only two Shadow Moves.

Stage 1

When the meter drops just under the first threshold, the Shadow Pokémon will remember one of its old moves, giving it a non-Shadow option for combat.

Stage 2

After you clear its second bar, a Pokémon's true nature (Hasty, Lonely, Serious, etc.) will become clear. You can then consult the chart on page 16 to see how best to continue its purification.

Stage 3

At this stage the Pokémon will remember a second regular old move, giving it access to a full four moves in battle.

Stage 4

As the Shadow Pokémon nears its final stage of purification, it will begin entering Reverse mode more frequently. Call it back to speed your way to the final stage.

Stage 5

At long last, the Shadow Pokémon's heart is ready to be opened. A message will appear on your screen informing you that it is ready for purification.

Natural methods for purification

Professor Krane will eventually perfect his Purify Chamber, but in the meantime you'll need to use natural methods to purify your Pokémon. Note that different methods of purification will be more effective for Pokémon of different natures. See the chart on the next page for details.

Method 1: Use it in battle



Every time you send a Shadow Pokémon into battle, its Heart Gauge will be partially restored. Participating in battle can also cause it to enter Reverse mode, which will give you another opportunity to hasten the purification process.

Method 2: Call it from Reverse mode

When a Shadow Pokémon goes into Reverse mode, it damages itself each turn and can no longer receive any benefit from items. You can heal this state, and a bit of its Heart Gauge, if you Call it back out.

Method 3: Include it in your party

If you keep a Shadow Pokémon in your party as you travel through Orre, its Heart Gauge will be restored by a minuscule amount with each step you take. This is particularly effective with Bold or Naughty Pokémon.

Method 4: Cologne Massage



A Shadow Pokémon's Heart Gauge will be partially restored when you use a scent from your Cologne Case on it. You can purchase scents at the Pokémon in Agate Village. Cologne Massages are particularly effective for Bashful, Lonely and Mild Pokémon.



Pokémon nature matters

After clearing two bars from its Heart Gauge, you'll be able to discern a Shadow Pokémon's nature by checking page one of its Summary screen. Refer to the chart below for some insight into which method of purification will be best for each nature.

Nature's effect on natural purification methods

Nature	Method 1	Method 2	Method 3	Method 4
Adamant	=	=	=	--
Bashful	=	=	=	++
Bold	=	=	=	=
Brave	++	=	=	--
Calm	--	=	=	=
Careful	=	=	=	=
Docile	=	+	--	+
Gentle	--	=	++	=
Hardy	=	=	=	=
Hasty	++	=	--	=
Impish	+	=	+	--
Jolly	+	=	=	--
Lax	=	=	=	=
Lonely	--	=	=	++
Mild	=	=	=	+
Modest	--	=	+	=
Naïve	=	=	+	--
Naughty	+	=	=	--
Quiet	=	=	=	=
Quirky	++	=	--	=
Rash	=	=	=	+
Relaxed	=	=	=	=
Sassy	++	--	=	--
Serious	=	=	=	=
Timid	--	=	=	+

++ Extremely effective

+ Very effective

= Effective

-- Not very effective

--- Barely effective

Nature also affects the likelihood that a

Pokémon will enter Reverse mode.

Natures listed in red are more likely to

enter Reverse mode; those in blue will

enter it far less often.

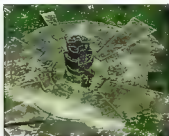
In case you missed one

You're not likely to snag every Shadow Pokémon you encounter on the first try. If you accidentally KO a Shadow Pokémon, it will run off and later appear in the roster of a Trainer named Wanderer Mirror B. Whenever you challenge him, you may get a second chance at Snagging it. Note that you can fight certain Trainers multiple times, and each time the Trainer will have the same Shadow Pokémon.



The Relic Stone in Agate Village

The Relic Stone in Agate Village is the final destination for a Shadow Pokémon that has had its Heart Gauge cleared through natural means. If a Shadow Pokémon in your party is ready to open its heart, the stone will glow green. Approach it and press the A Button to complete the purification process. The Pokémon will return to its regular state, reclaim its moves and gather whatever experience points it may have acquired by participating in battle (possibly triggering new moves or Evolution). You will also receive a ribbon for the Pokémon and get the chance to give it a nickname. It will then be a regular Pokémon, with only a ribbon to remind you of its terrible ordeal.



The Purify Chamber

As the game progresses, Lily and Professor Krane will complete their Purify Chamber. This clever contraption allows you to use Idle Pokémon to help open the hearts of your Shadow Pokémon. There are nine "sets" in the Purify Chamber, so it can purify up to nine Shadow Pokémon at once if you have enough regular Pokémon to guide them. Once the chamber is up and running, you can access it through any PC, but you'll need to return to the Pokémon HQ Lab for purification ceremonies.

Tempo and Flow



The large bar on the left side of the Edit Sets screen measures Tempo. The more Pokémon you have guiding a Shadow Pokémon, the better the Tempo. (Each set can accommodate up to four normal Pokémon.) Tempo improves even further if each Pokémon has a type that trumps a type of the next one in clockwise order. When all four trump the next one in line, you have a "best circle," with maximum Tempo.



Flow is the total speed at which your Shadow Pokémon are purified. The primary component of Flow is Tempo, covered above. You can further boost your Flow by having the Shadow Pokémon in the center face a Pokémon whose type it trumps. Finally, Flow is boosted by the number of "best circles" in the Purify Chamber as a whole. With nine best circles, you could purify anything at all...

Save your good sets

Once you make a good set of Pokémon, like a best circle, keep the circle intact in the Purify Chamber and simply replace the Shadow Pokémon in the center. Because you acquire many more Pokémon than you could use in your quest, they probably won't be missed.

Purification ceremonies

A Poké Ball symbol will appear on your screen, along with a message, whenever a Shadow Pokémon in the Purify Chamber is ready to be purified fully. To complete the process, you need to return to the Pokémon HQ Lab for a purification ceremony. Alternatively, you could take the Shadow Pokémon out through a PC, add it to your party and take it to the Agate Village Relic Stone.

Using the guide

Your key to understanding the walk-through section

The walk-through that follows will guide you through every stop on your quest to defeat Cipher, and point out each Shadow Pokémon and hidden item along the way.

Reading the walk-through pages

Orre is a busy place, and there's a lot going on! The walk-through section may look daunting, but it's quite simple when you know how to use it.

Strategy points

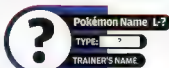
The numbered points will tell you what you need to do in each area, in chronological order. When you can receive an item during the event, it will be shown next to the tip or on the map. Points that have the "Later" tag cover events that will not occur the first time you visit the area.

Area maps

A map for each area indicates exactly where to find each item, event and Shadow Pokémon. If an area has multiple floors or sections, lettered labels show how the maps connect.

Shadow Pokémon

Each Shadow Pokémon is called out with a line pointing to the location where you can find its Trainer. The Shadow Pokémon is displayed in a blue box that lists its name, level and type, and the name of its Trainer. Trainers with no Shadow Pokémon are not marked on the maps.



Area introduction

At the beginning of each section, you will see the area name and an image of it. On subsequent pages, check the top-right corner to identify what area you are in.

Special map callouts

Some items and Shadow Pokémon will appear later in the game or require that you complete certain tasks first. Boxes like this one supply the details.

Shop lists

If there is a shop in the area, you can see its stock list and prices here. The shop lists also indicate items that will not be available until later in the game.

Boss Encounter

Major battles in the game are presented in red or blue sidebars. Red ones indicate battles that occur at fixed points in the game, whereas blue ones indicate battles that may occur at various times or places. Each boss's roster of Pokémon is displayed, along with any Shadow Pokémon and items you can acquire. Finally, we present strategies for defeating the boss, along with recommended Pokémon types to take into the fray.

MAP KEY

- TO FIELD MAP** This tag marks the spots where you can exit to the Field Map.
- E** Letters indicate map connections.
- CENTER** This tag marks Pokémon Center locations.
- MART** Pokémarts are located where you see the MART tag.
- 10** Blue numbers correspond to numbered points in the walk-through.
- POTION** Yellow labels mark item locations. You may find an Item in a treasure chest or by searching an object, or you may receive it from a character.

Story Mode

The epic battle against Cipher continues!



Gameplay checklist

A chronological list of key walk-through points.

Stuck? Confused? A lot of things are happening in Orre, so you may get lost from time to time. When you do, return here and check off the boxes to figure out what's next.



Pokémon HQ Lab

page 22

- ☐ Talk to Lily and Professor Krane and get the **P+DA** from your room.
- ☐ Explore the Pokémon HQ Lab and talk to Jovi's friend to learn that Jovi has gone to Kaminko's house.

Kaminko's House

page 25

- ☐ Defeat Chobin and join up with Jovi in Dr. Kaminko's house.

Pokémon HQ Lab

page 23

- ☐ Return to the Pokémon HQ Lab with Jovi and get the **Snag Machine** from Professor Krane.
- ☐ Battle Spy Naps outside and Snag your first Shadow Pokémon.
- ☐ Talk to Lily to get directions to Gateon Port. Get **Krane's Memo 1** and **Krane's Memo 2** from Aidan.

Gateon Port

page 27

- ☐ Talk to the Sailor in the shop and get a free evolution stone for your Eevee.
- ☐ Meet Verith. Talk to Perr and then get the **Machine Part** at the Machine Parts shop.

Pokémon HQ Lab

page 24

- ☐ Give the Machine Part to Lily and get **Krane's Memos 3, 4 and 5**.
- ☐ Learn about the Mystic Relic and get directions to Agate Village.

Agate Village

page 30

- ☐ Go to Eagan's house and talk to Beluh and Eagan.
- ☐ Head to the cave that leads to the Relic Stone. Get the **Cologne Case** from a Trainer.
- ☐ Battle Eagan and purify a Shadow Pokémon at the Mystic Relic.
- ☐ Learn about Vander and get directions to Mt. Battle.

Mt. Battle

page 32

- ☐ Defeat a few Trainers and speak to Vander. Get directions to the Cipher Lab.

Cipher Lab

page 34

- ☐ Meet the Hexagon Brothers. Defeat at least one of them to gain access to the Cipher Lab.
- ☐ Rescue Professor Krane, battle Cipher Admin Lovinia and escape with the **Data ROM**.

Pokémon HQ Lab

page 24

- ☐ The Purify Chamber is now ready. Learn how to use it from the development team.
- ☐ Find Datan outside. Learn about Nett from him, and get directions to Pyrite Town.

Pyrite Town

page 37

- ☐ Go to the ONBS building. On the second floor, help Kandee find her missing Map.
- ☐ Deliver the Data ROM to Nett. He will tell you to go see Duking at the Rock Poké Spot, and add its location to your Field Map.

Poké Spot—Rock

page 41

- ☐ Learn how to catch Pokémon at Poké Spots. Get 10 **Poké Snacks** and the **Spot Monitor** from Duking.

Poké Spot—Oasis

page 41

- ☐ Meet Duking again at the Oasis Poké Spot. Learn the location of the Cave Poké Spot.

Poké Spot—Cave

page 42

- ☐ Battle Wanderer Mirror B. and then grab the **Mirror Radar** dropped by Folly and Trudly.

Pyrite Town

page 39

- ☐ Save the ONBS building from Cipher and get directions to Phenac City from Nett.

Phenac City

page 43

- ☐ Talk to the girl at the entrance and get the **Disc Case** and **Battle CDs 1, 7 and 20**. She will add Realgam Tower to your Field Map.

Realgam Tower

page 47

- ☐ Encounter Folly and Trudly again at the entrance to Realgam Tower.

Phenac City

page 43

- ☐ Get the **Muscle Disc** and give it to the housekeeper in the mayor's house.
- ☐ Head upstairs and grab the **Mayor's Note**. Battle with Cipher Peon Exinn.
- ☐ Witness the Hexagon Brothers disguising themselves as Justy. Fight them for Battle CDs.
- ☐ Battle the Cipher members in the city and in the Pre Gym. Head to the Colosseum and defeat Cipher Admin Snattle to get the **Elevator Key**.
- ☐ Free the people trapped in the Pre Gym. Talk to Justy and learn about a location in the desert.
- ☐ Attempt to reach the mystery location. After your scooter breaks down, you'll receive an e-mail from Nett.

Pyrite Town

page 40

- ☐ Go to the ONBS building and talk to Nett. Learn about the missing Pokémon. Nett will then send you to Gateon Port to see Perr.

Gateon Port

page 29

- ☐ Perr will tell you that his grandfather is at Kaminko's house. Go see him about the scooter.

Kaminko's House

page 26

- ☐ Battle Chobin again and then battle Robo Groudon.
- ☐ Talk to Aakan in the basement of the mansion. He will take you to Gateon Port to upgrade your scooter. Drive your new scooter to the desert location that Justy mentioned.

S.S. Libra

page 49

- ☐ Talk to the worker camped out in the ship and locate Bonsly, the missing Pokémon.
- ☐ As you leave, you'll encounter Team Snagem. They will steal your Snag Machine.

Cipher Key Lair

page 51

- ☐ Battle Zook at the entrance. As you leave, you'll receive an e-mail from Secc.

Pyrite Town

page 40

- ☐ Talk to Secc in the ONBS building. He will send you to see Hordel and add the Outskirt Stand to your Field Map.

Outskirt Stand

page 54

- ☐ Battle Wanderer Mirror B. at the entrance to the Outskirt Stand locomotive.
- ☐ Talk to Hordel and learn the location of the Snagem Hideout.

Snagem Hideout

page 55

- ☐ Battle Team Snagem and locate their leader. Defeat Snagem Head Gonzap to reclaim your **Snag Machine** and get **Gonzap's Key**.
- ☐ Leave the Snagem Hideout. Use Gonzap's Key at the chest on your way out.

Cipher Key Lair

page 51

- ☐ Defeat Thug Zook. Approach the guards-Team Snagem will help you enter the Cipher Key Lair.
- ☐ Defeat the Cipher researchers and acquire the **System Lever**.
- ☐ At the roof of the lair, defeat the Cipher members and use the System Lever to raise the voltage and overload the factory's electrical system.
- ☐ Inside the rooftop office, battle Cipher Admin Gorgan and earn the **Shadow Pokémon List**.

Gateon Port

page 29

- ☐ Go to Gateon Port and find that Makan has completed the Robo Kyogre.
- ☐ Professor Krane will ask you to return to the Pokémon HQ Lab before you leave for Citadark Isle.

Pokémon HQ Lab

page 24

- ☐ Talk to Professor Krane, he will show you the hidden office in the Pokémon HQ Lab. Grab the **Master Ball**.

Gateon Port

page 29

- ☐ Hop into the Robo Kyogre and use it to cross the sea to Citadark Isle.

Citadark Isle*

page 57

- ☐ Battle through an army of Cipher Peons as you make your way to the top of the Citadark Isle installation.
- ☐ Battle Cipher Admin Andos to gain entry to the main control room.
- ☐ Talk to Greevil. He will put up a barrier to block your progress.
- ☐ Head back outside and battle Cipher Admin Gorgan to gain entry to the elevator. Use the elevator to access an alternate entrance to the main control room.
- ☐ Defeat Cipher Admin Eldes. Take the control-room elevator to the very top of Citadark Isle.
- ☐ Face Greevil's XD001 and Snag It.
- ☐ Defeat Grand Master Greevil.

After Defeating Cipher

Just because you've seen the ending, don't think your quest is over! You can still catch wild Pokémon, challenge the Colosseums and Mt. Battle Trainers, and battle Wanderer Mirror B. There are also several events that will occur only after you beat the game.

Pokémon HQ Lab

page 63

- ☐ Defeat Eagan. He will add Orre Colosseum to your Field Map.

Gateon Port

page 64

- ☐ When Mirror B. appears at Gateon, defeat him and Snag the lost Shadow Pokémon.

Pokémon HQ Lab

page 63

- ☐ Purify all the remaining Shadow Pokémon.

Orre Colosseum

page 64

- ☐ Defeat the first round of Trainers at Orre Colosseum to hear from Beluh.

Agate Village

page 64

- ☐ Talk to Beluh and examine the five Pokémon in Agate Village.

Kaminko's House

page 64

- ☐ Get items from Dr. Kaminko and use them to save the Pokémon in Agate Village, Pyrite Town and Gateon Port.

Agate Village

page 64

- ☐ After saving everyone else, help Wobuffet and get the **Lucky Egg**.

Orre World Map



A Pokémon HQ Lab

D Agate Village

G Pyrite Town

J Cave Poké Spot

M S.S. Libra

P Snagem Hideout

B Kaminko's House

E Mt. Battle

H Robo Poké Spot

K Relm City

N Cipher Key Lair

Q New Pokémon

C Gateon Port*

F Cipher Lab

I Oasis Poké Spot

L Realgam Tower

O Outskirt Stand

*Citadark Isle is accessible through Gateon Port.

Pokémon HQ Lab

A research lab devoted to the study of Pokémon.

Under Professor Krane's expert guidance, the Pokémon HQ Lab is at the forefront of Pokémon research in Orre. Teams here are developing advanced virtual reality (VR) simulations for Trainers, as well as new methods of capturing and purifying Shadow Pokémon. Any Pokémon Trainer would be lucky to call this home.



1 THROWN STRAIGHT INTO BATTLE

The game begins with your hero at the reigns of a Level-50 Sa amence. Your opponent has an equally mighty Metagross, but its half-Steel type makes it vulnerable to the Earthquake technique. A few tremors will end this battle, which is, alas, merely a simulation. Your real-life roster is a bit more modest: a single Level-10 Eevee.



ANTIDOTE (x2)

TO FIELD MAP

After the Story mode's climactic battle, Myth Trainer Eagun will appear here. Defeating him will unlock Orre Colosseum.



The lounge TV is set to the news, and you can learn a lot about Orre from its ever-changing broadcasts.

New players who are hazy on the fundamentals of raising Pokémon can review the basics on the laboratory's whiteboard.



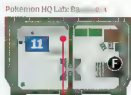
You can use this simulator to practice battle tactics. Select a training program, then figure out how to clear it with the resources available to you.

You can refresh wounded Pokémon with the yellow Pokémon Healing Machine. The red PC lets you juggle your inventory and access Pokémon Storage.



As long as Jovi hasn't stolen it, you can rest in your bed to restore your Pokémon's health.

BATTLE CD 33 You can return to claim this Battle CD any time after the events in Phenac City are resolved.



MASTER BALL

After Professor Krane shows you the secret basement, you'll be able to pick up this item.

2 A GIFT FROM THE PROFESSOR

P*DA **POTION (x3)** You'll meet Professor Krane and your mom, Lily, in the office across the hall from the simulator. Mom will ask you to track down your little sister, Jovi, while Krane will tell you of the PD*★A he left in your room.

To reach your room, continue left through a pair of offices, then take the tube elevator to the ground floor. Your room is the last one on the left, and there you'll find both a red-topped chest full of Potions and a sparkling new PD*★A, with an e-mail from Krane already waiting. See page 13 to learn more about your new Pokémon D gital Assistant.



3 LOCATE KAMINKO'S HOUSE

You'll find Aidan hiding under a table in the lab just south of the lounge. He'll tip you off about Dr. Kaminko's house, and add its location to your map. Perhaps Jovi is neglecting her hide-and-seek duties and is hanging out with Dr. Kaminko?

4 FIRST TRAINER BATTLE

If you're up for some real-world battle experience, talk to Supertrainer Aferd, who is waiting outside the lab's front door. Battling Trainers is the primary method of gaining money, experience and items for your Pokémon, so you should never turn down a challenge.

On your way out of the lab, don't miss the path that leads to the left, behind the lab. There you'll find a chest that holds two doses of Andicote.



Aferd's lone Level-5 Sentret should pose no challenge for your powerful Ivysaur. A few rounds of tackle or bite should do the trick.

5 FIELD-TESTING THE SNAG MACHINE

LATER **SNAG MACHINE** **POKÉ BALL (x5)**

When you return home with Jovi, you'll find Krane in the first-floor research lab, to the left of the front desk. He'll offer you the Snag Machine, a prototype device that can steal Shadow Pokémon from their Trainers in battle. He'll also update your PD*★A with the Shadow Monitor. Aidan will give you a supply of Poké Balls for VR testing, but with a sudden commotion occurs outside, plans for a controlled test will be scrapped in a hurry.



6 CATCH YOUR FIRST SHADOW POKÉMON

While two kidnappers hustle Professor Krane into a vehicle, a third will challenge you to a battle. When your Aura Reader identifies your opponent's Teddiursa as a Shadow Pokémon, Krane will ask you to use a Poké Ball. Usually you'll need to soften up your target first, but this time you can Snag the Teddiursa immediately.



Identify Shadow Pokémon

The Snag Machine allows you to take Pokémon from opponents in battle, but only if they're Shadow Pokémon. When a battle begins, the Aura Reader will reveal a sinister purple glow around Pokémon that are eligible targets. Snagging Pokémon won't always be as easy as it was this time. In the future, you'll want to lower your target's health and immobilize with a status condition like Sleep or Paralyze, if possible. See page 14 for more tips on Snagging Shadow Pokémon.



7 GET DIRECTIONS TO GATEON PORT

KRANE'S MEMO 1 KRANE'S MEMO 2

After the abduction, head upstairs and talk to Lily. She is determined to continue work on the Purify Chamber, and will ask you and Joy to pick up the missing Machine Part in Gateon Port (which she will add to your Field Map). As you leave the lab, Aidan will come running out to ask for one more favor and give you two memos from Professor Krane.

8 LEARN ABOUT THE RELIC STONE

LATER KRANE'S MEMO 3 KRANE'S MEMO 4 KRANE'S MEMO 5

After you acquire the Machine Part in Gateon, Aidan will meet you at the entrance to the lab with three more memos. Talk to Lily in the central office of the lab's second floor—she'll explain that her team needs more time to get the Purify Chamber up and running. Until it's finished, you'll have to purify your Pokémon at the Relic Stone in a village called Agate. Lily will add Agate to your map, and send you to talk to a man named Eagan.

9 THE PURIFY CHAMBER

LATER After the events in Cipher Lab, Lily's team will finally have the Purify Chamber up and running. Watch Lily's guided tour and talk to all the researchers in the room to learn how best to purify your Shadow Pokémon. At the moment you probably don't have many regular Pokémon to spare, but if you're diligent about capturing and purifying Shadow Pokémon, you'll soon have enough spare Pokémon to make several purification circles.



10 LOCATE DATAN

LATER DATA ROM

After you recover the Data ROM from the Cipher Lab, Datan will be sent to analyze it. But when you head upstairs to see what he learned, Jon will tell you he went downstairs. You'll find him outside, on the path to the right of the lab. Afterward, Professor Krane will send you to deliver the Data ROM to Nett in Pyrite Town, which he will add to your map.

11 THE SECRET BASEMENT

LATER When you return from the Cipher Key Lair, talk to Krane. He'll ask you to come back and meet him in his ground-floor office. There he'll reveal the entrance to the secret basement that Jon mentioned in her diaries. Inside, he will present you with the Master Ball, which will catch any Pokémon without fail. You get only one, so use it wisely.



Purifying Shadow Pokémon over time

The Purify Chamber provides meaningful roles for Pokémon who would otherwise be left in storage. Begin by creating a set of up to four Pokémon, and arrange them so that each Pokémon's type trumps the next. For example, a Water-type Pokémon, a Ground-type Pokémon and an Electric-type Pokémon (in clockwise order) would have excellent Tempo. Then place a Shadow Pokémon in the center. To maximize Flow, use the Rotate command to point the Shadow Pokémon toward the regular Pokémon that its natural type is most effective against. See page 16 for more information.



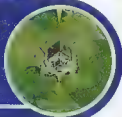
Don't worry if you can't maximize your Tempo or Flow at this stage of the game. Even Pokémon with completely incompatible types can slowly purify a Shadow Pokémon. And as you gain new Pokémon, you can access the Purify Chamber from any PC to improve your arrangements.



As your assortment of Pokémon improves, arrange a few permanent "best circles" where each Pokémon's type trumps the next. For example, Water-Ground-Fire-Grass or Psychic-Fighting-Dark-Ghost both have maximum Tempo. When you snag a new Shadow Pokémon, you can simply place it in the center facing whatever type it would be strongest against.

Kaminko's House

Home of the eccentric scientist Dr. Kaminko.



This spooky mansion is where Dr. Kaminko and Chobin, his lickspittle assistant, develop all sorts of ridiculous gadgets. Their inventions may not seem like anything anyone would want to steal, but both Kaminko and Chobin take the threat of burglary very seriously. Unannounced visitors may not receive the warmest of welcomes.

1 BATTLE WITH CHOBIN

Before you can enter the manor, you'll have to defeat Dr. Kaminko's loyal aide, Chobin n. Eevee should have little trouble defeating his one Pokémon, a Level-5 Sunkern. Upon his defeat, Chobin will allow you into the mansion, where he will thoroughly educate you about Dr. Kaminko's amazing inventions.



2 GET JOVI TO COME HOME

You'll find Jovi in the nearby office, bothering Dr. Kaminko. Persuade her to "show you the way home" to get her to join your party. Before you leave, talk to Makan, the doctor's other guest, to hear a message for Professor Krane.



BATTLE CD 50

You can find this Battle CD after clearing Cipher Key Log.

BATTLE CD 49

You can find this Battle CD after clearing Cipher Key Log.



Dr. K's Crazy inventions

Chobin's tape will keep rolling on the video screen in the manor's foyer, so continue watching if you're interested in the doctor's many... let's say, *unique* creations. Dr. Kaminko has been a very busy man, and the tape demonstrates nearly a dozen of his mind-boggling creations.



It's hard to imagine anyone wanting any of this junk, but you'll talk to people in other areas of Ore that have been suckered into buying Kaminko's peculiar creations. His marketing team must be fantastic.



3 BATTLE ROBO GROUDON

LATER

After you talk to Maken about a scooter upgrade, but the ever-paranoid Chobin and Dr. Kaminko have other plans. After fighting past Chobin and his newly evolved Gyarados, you'll end up face to face with Robo Groudon and Chobin's expanded roster of four Level-26 Pokémon, which include three Grass types and Gyarados. After sending Robo Groudon to a crushing defeat, talk to Chobin and agree to his requests. You can then explore Dr. Kaminko's mansion to your heart's content.



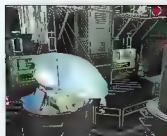
Bring a Fire-, Flying-, Poison-, Ice- or Bug-type Pokémon to deal with Chobin. In fact, bring several—with Gyarados around, you'll need a spare.

Robo Pokémon

After Chobin's crushing defeat, Kaminko orders the Robo Pokémon program scrapped. But Chobin will not let the dream die, and will continue to work out the kinks in Robo Groudon.

When you return to Kaminko's house after the events in Cipher Key Lair, you'll be able to witness the fruits of his labor firsthand.

Even Chobin has abandoned the supersecret Robo Kyogre project, and its remains were given to Maken as scrap.



Notice the strange robot hanging from the ceiling in the basement shop. Another Robo Pokémon?

4 USE THE CRANES TO EXPLORE UNDER CHOBIN'S ROOM

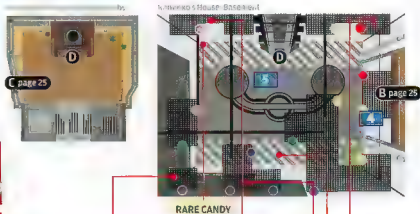
If you take the stairs down from Chobin's room (to the right of the mansion entrance), you will find a series of catwalks with colored panels. Press the A button near a crane to ride it from one colored panel to the next. Use the panels to reach the far corners of the room, where you'll find a Battle CD and a treasure chest. More Battle CDs will be in this room after future game events occur.

The treasure box contains Jovi's diary, and although you can't take it with you, you can read it here at any time. Jovi will update it as your quest progresses.



5 TALK TO MAKAN ABOUT UPGRADING YOUR SCOOTER

With Kaminko's permission, you can now pass through the door in the back of his office. Take the elevator on the other side to get to the ground floor of the crane room, where Maken is examining Robo Kyogre. Grab the Rare Candy in the chest first, because you'll be taken back to Gateon automatically when you speak to Maken.



RARE CANDY

JOVI'S RANDOM DIARY

After you collect Battle CD 05, ride the crane past the purple panel to reach a treasure box that contains two pages from Jovi's diary. The pages refer to a secret room in the Pokémon HQ Lab, but you won't be able to reach it until Krane tells you about it later.

BATTLE CD 11

You can return to Kaminko's house to claim this Battle CD after Maken upgrades your scooter.

BATTLE CD 29

Return to the crane area after the events in Cipher Key Lair to find a Battle CD on this catwalk.

BATTLE CD 05

You can find this Battle CD in the crane room any time after you defeat Robo Groudon.

BATTLE CD 23

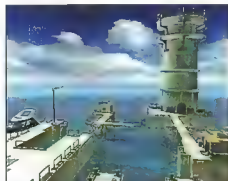
You'll find this Battle CD on the basement floor after Maken upgrades your scooter.

Gateon Port

A seaport known for active trade and loitering sailors.



After Professor Crane's abduction, Lily will send you and Jovi to the Parts Shop in Gateon Port. The bustling port city is full of intriguing characters and well-stocked shops, and is home to several Trainers that are eager for a challenge. Seek them out and accept every challenge—a few are using Shadow Pokémon you can Snag.



Pokémon Center

Pokémon Centers are an invaluable resource for Trainers. Here you can heal your Pokémon and access your Item Storage and Pokémon Storage boxes via a PC. Best of all, the services are free of charge. This particular Pokémon Center doesn't have a Trade Center, but look for one in Phenac City that you can access later in the game.



Bring your Pokémon to the front desk—the attendant there will cure them of all damage and status conditions.



You can access your Item Storage and Pokémon Storage with this PC. When the Purify Chamber is complete, you'll be able to access it, too!

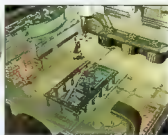


TM 45 (ATTRACT)

When Sailor Bost asks if you're captivated by his singing, tell him "no." He'll challenge you to a battle; if you can beat him, he'll give you TM 45.

Pokémart

There are many Pokémarts in Orre, but their stock varies from town to town. When you first arrive in Gateon Port you'll be able to buy only basic healing and recovery items, but as the game progresses new items will be added to the shelves. If you don't have quite enough money to buy what you need, you can always sell something from your inventory.



The second-floor Herb Shop is closed when you first arrive at Gateon Port, but it will reopen later in the game.

POKÉMART

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL*	600
FULL RESTORE*	3,000
GREAT BALL*	600
HYPER POTION*	1,200
ICE HEAL	250
MAX POTION*	2,500
PARALYZE HEAL	200
POKÉ BALL*	200
POKÉ SNACK*	300
POTION	300
REVIVE*	1,500
SUPER POTION*	700
ULTRA BALL*	1,200

HERB SHOP

ENERGY ROOT	800
ENERGYPOWDER	500
HEAL POWDER	450
REVIVAL HERB	2,800

* These items will become available later in the game. You will receive an e-mail about them when they are in the shop.

1 NO ONE WORKING IN THE SHOP

Perr is away from the counter at the Machine Parts Shop, but that doesn't mean you shouldn't stop in for a visit. A kind y sailor is waiting there, and if you listen to his story, he'll offer you your choice of the five elemental items that guide Eevee's evolution!

WATER STONE THUNDERSTONE
FIRE STONE MOON SHARD
SUN SHARD

You can take only one of these five items, so figure out which evolution you want before you listen to the sailor's tale.

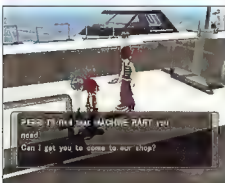
Gateon Port: Parts Shop



A time will come when you need to upgrade your scooter to reach areas that are located deep in the desert. Perr will send you to find his father in the lower levels of Dr. Kaminko's house, and Maken will make the modifications for free.

2 TALK TO PERR

MACHINE PARTS When you approach the end of the pier where the man in the light-blue shirt is standing, the bridges in the harbor will begin to turn. Perr will come down the bridge to speak with you, and then return to the Machine Parts Shop. You can now pick up the Machine Part at your convenience, and use the newly repaired bridges to reach the islands in the Gateon harbor.



3 THE TOP OF THE LIGHTHOUSE

By step on on the green and yellow arrows on the rotating bridges, you can position the bridge to make a route to the lighthouse. Anyone who is willing to take the stairs to the top will find a few chests on the way, and the Trainer at the top has a Shadow Poochyena you can snag.

After the story mode's climactic battle, return to Gateon Port to learn from your Mirror Radar that Miror B. has come to Gateon. You'll find him at the top of the lighthouse, where he'll be armed with five high-level Ludicolo and a Shadow Pokémon that you haven't seen before.

Possible Eevee evolutions

There is only one Eevee in Pokémon XD, so you may want to research Eevee's five evolved forms before you decide which item to take from the sailor in the Machine Parts Shop. To complete the evolution, keep Eevee happy (by using it in combat and healing its wounds and status conditions promptly), and have the item in your inventory when it levels up.



Vaporeon TYPE: WTR
POKÉMON LIST PAGE: 107
EVOLVES WITH WATER STONE



Jolteon TYPE: ELC
POKÉMON LIST PAGE: 107
EVOLVES WITH THUNDERSTONE



Flareon TYPE: FIRE
POKÉMON LIST PAGE: 107
EVOLVES WITH FIRE STONE

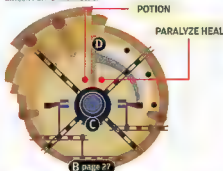


Umbreon TYPE: DRK
POKÉMON LIST PAGE: 108
EVOLVES WITH MOON SHARD

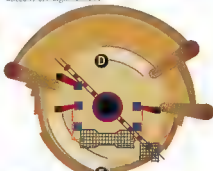


Espeon TYPE: PSY
POKÉMON LIST PAGE: 108
EVOLVES WITH SUN SHARD

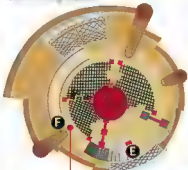
Gateon Port: Lighthouse



Gateon Port: Lighthouse

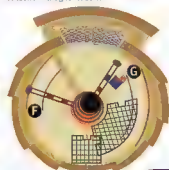


Gateon Port: Lighthouse

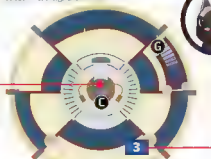


AWAKENING

Gateon Port: Lighthouse



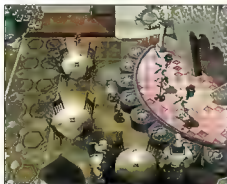
Gateon Port: Lighthouse



Poochyena L-10+
TYPE: DRK
BODYBUILDER KILN

4 THE KRABBY CLUB

To enter the Krabby Club, you'll need to battle your way past Navigator Berk, who guards the entrance with a low-level Wingull and Lotad. Inside, you'll find the enigmatic Verich in a booth upstairs, but his guards won't let you get too close. A sailor in the same area can tell you how happy the Pokémon in your lead spot is, which is a valuable bit of information for anyone trying to evolve Eevee. Finally, if you sit behind the ground-floor bar and head down the stairs, you'll find a Super Potion.



Several different acts play the stage at the Krabby Club, including the magicians Razzie and Dazzie, and a pair of Krabby you can visit upstairs.

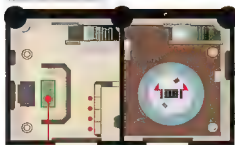
Gateon Port: Krabby Club Basement



SUPER POTION



H page 27



BATTLE CD 06

When you return to Gateon Port after receiving the Disc Case in Phenac City, you may find that Verich is missing from his usual table in the Krabby Club. Search his table to find a Battle CD that he left behind.

5 TALK TO PERR ABOUT YOUR SCOOTER UPGRADE

LATER After you get your scooter stuck in the desert, talk to Nett in Pyrite Town. He will suggest you speak with Perr about upgrading your scooter. When you arrive, Perr will send you to Dr. Kaminko's mansion to find his grandfather, Makan. That nutty Chobin will throw a few surprises your way, so make sure your Pokémon are in battle condition before you head out to Kaminko's mansion.

6 TALK TO EMILI'S MOM

LATER AMULET COIN QUICK CLAW

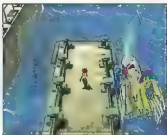
MENTAL HERB WHITE HERB

The mother of Jovi's friend Emili will e-mail you to ask for an interview after ONBS makes you a major news celebrity. The interview consists of three easy questions, and if you answer "Yes" to all three she'll give you the Amulet Coin, a held item that increases the money you gain in battle. If you prefer to err on the side of modesty, answer "No" to all three to receive the Quick Claw, a held item that may allow your Pokémon to strike first in combat. A wishy-washy mix of Yes and No answers will earn you a Mental Herb (if you answer mostly "Yes") or White Herb (if you answer mostly "No").



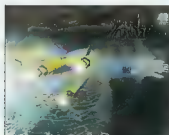
7 THE ROBO KYOGRE IS NOW READY FOR USE

LATER After you defeat Garigan in Cipher Key Lair, return to the Machine Parts Shop in Gateon Port. Perr will greet you at the door and explain how Makan has, in a flash of genius, completed Dr. Kaminko's Kyogre project. You last saw the device hanging idle in Dr. Kaminko's basement, but you'll now find the Robo Kyogre finished, seaworthy and docked at the pier in Gateon Port. No matter how rough the seas, the Robo Kyogre can skim right over the surface. Citadark Isle is finally within reach.



The Robo Kyogre project

It's hard to believe this fantastic creation came from the mind of Dr. Kaminko. No one knows what the good doctor intended to do with it, but Makan took the abandoned scrap metal and turned it into a superb seafaring vehicle. Like the Pokémon for which it is named, the Robo Kyogre can glide over waves at blistering speeds.

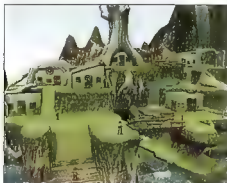


Agate Village

A lush green town famous for its mysterious Relic Stone.



Agate Village may be populated by senior citizens, but that doesn't mean they'll go easy on you. In fact, the Trainers here are the toughest you've fought yet! Between battles, search this town thoroughly for the many small paths hidden behind buildings and trees.

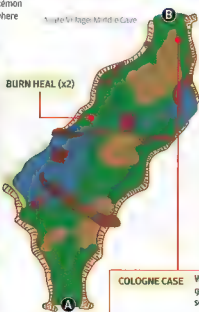
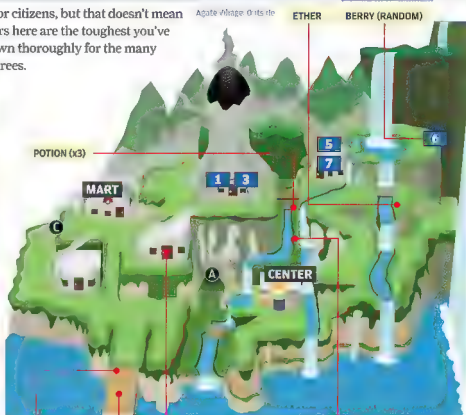
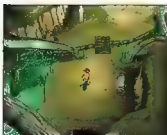


1 WHERE'S EAGUN?

Eagun lives in the giant tree house in the center of town, three levels up from the entrance. He's off preparing the Relic Stone, but he'll be back before you can finish your conversation with his wife, Belu.

2 THE RELIC STONE

After Eagun clears the way, head down the path in front of the Pokémon Center and into the cave beneath the giant tree's roots. Inside you'll battle four Joca: Trainers with relatively high-level Pokémon. These battles provide a great opportunity to open the hearts of your Shadow Pokémon. If your Pokémon are badly wounded in the battles, visit the Pokémon Center before you approach the Relic Stone, where you'll battle Eagun and his Level-32 Pikachu.



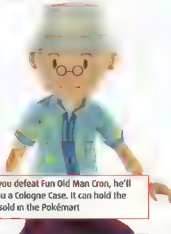
BATTLE CD 14
The man in this house says his Wobbuffet likes shiny things, and he isn't kidding. Come back after your Snag Machine is stolen; the Wobbuffet will give you a Battle CD if discovered.

TM 09 Battle with Matron Belish—she will reward you with TM 09 (Bullet Seed) for winning.

POKÉMART

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
EXCITE SCENT	800
GREAT BALL*	600
ICE HEAL	250
JOY SCENT	600
PARALYZE HEAL	200
POKÉ BALL*	200
POKÉ SNACK*	300
POTION	300
SUPER POTION	700
VIVID SCENT	1,200

* These items will become available later in the game. You will receive an e-mail about them when they are in the shop.



COLOGNE CASE When you defeat Fun Old Man Cron, he'll give you a Cologne Case. It can hold the scents sold in the Pokémart.

Agate Village: Relic Stone



You can purify only one Pokémon on your first visit, but you can return to the Relic Stone any time to purify more. You'll see a message after battles when a Shadow Pokémon in your party is ready to open its heart.

tles when a Shadow Pokémon in your party is ready to open its heart.

Purify with the Relic Stone

While the Purify Chamber is still under construction, the Relic Stone is the only way to complete the purification of your Shadow Pokémon.

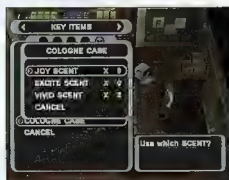
Before you can purify a Shadow Pokémon at the Relic Stone, you will need to clear its Heart Gauge. Here are a few tips; see page 14 for more.

- Keep the Shadow Pokémon in your party and use it in battle as much as possible. Each battle will open its heart a bit.
- If a Shadow Pokémon enters Reverse mode, use Call to reduce its Heart Gauge even more.
- A dose from one of the Colognes sold at the PokéMart will help to open a Shadow Pokémon's heart as well.



By now your Teddiursa, Ledyba or Poochyena should be ready for complete purification. After a Pokémon's heart is opened, it will regain its moves and collect any experience points it has gathered in battle. You'll also be able to give it a nickname.

If your Shadow Pokémon needs some help to clear its Heart Gauge, go to the PokéMart and purchase some Cologne. Each bottle of Cologne can be used only once, but it can really speed up the process, especially for Pokémon of certain temperaments. See page 15 for details.



3 LEARN ABOUT MT. BATTLE AND VANDER

After using the Relic Stone, you'll return to Eagun's house. Eagun and Bel'ah will tell you of a man named Vander, who has firsthand knowledge about Cipher. You'll find Vander at Mt. Battle, which Eagun will locate on your map. Before you leave Agate, be sure to explore a little more and battle the Trainers around the village for experience.

4 OLD LADY IN THE CAVE

There is a path to a hidden cave along the left side of the Agate Village map. Inside the cave you will find a few treasure chests and an elderly woman known only as Teacher Lady. She will teach a move of your choice to one of your Pokémon for free, but she'll teach each move only once. On your first visit, she can teach only Mimic, Thunder Wave, and Seismic Toss, but she'll have new moves (listed to the right, in chronological order) to teach as the game progresses.

TEACHER LADY

MIMIC	NRM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GHO
SKY ATTACK	FLY
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Agate Village: Side Cave



5 THE NAME RATER

The building across the bridge from Eagun's house is Agate's Pokémon Day Care. It isn't open for business at the moment, but you can still talk to the Name Rater who hangs out there. He will critique your choice of nicknames free of charge, and allow you to change them if you've thought of something better.

6 THE BERRY MASTER

There is an old man standing atop the cliff behind the Pokémon Day Care. His Tallow brings him random berries and he will generously pass one off to you from time to time, so visit him often! You can give berries to your Pokémon, who will hold them until they're used automatically in battle. The list below shows how often each berry shows up.

BERRY MASTER

CHERI BERRY	VERY OFTEN	SITRUS BERRY	RARELY
CHESTO BERRY	VERY OFTEN	FIGY BERRY	RARELY
PECHA BERRY	VERY OFTEN	WIKI BERRY	RARELY
RAWST BERRY	VERY OFTEN	MAGO BERRY	RARELY
ASPEAR BERRY	VERY OFTEN	AGUAV BERRY	RARELY
ORAN BERRY	VERY OFTEN	IAPAPA BERRY	RARELY
PERSIM BERRY	VERY OFTEN	LUM BERRY	VERY RARELY
LEPPA BERRY	OFTEN		

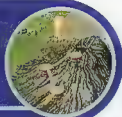
7 USE THE DAY CARE TO RAISE POKÉMON

LATER After you foil Cipher's plans in Phenac City, the Day Care Lady and her daughter will be able to return to Agate and resume their business. When they do, you can drop off any single Pokémon (except for Shadow Pokémon)—it will gradually gain EXP as you proceed on your quest. This is a great way to get low-level Pokémon up to speed.

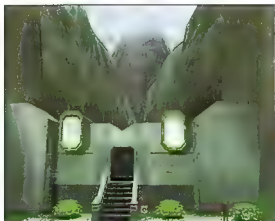


Mt. Battle

A rigorous battleground for Trainers of all skill levels.



When you first visit Mt. Battle, it will be a fairly quick stop to speak to Vander. But the Colosseum will reopen in the near future, and you can then visit repeatedly to challenge its 10 stages one by one. You can redeem the coupons you earn for new moves and items.



1 MOVE TEACHER

The Move Teacher is sitting on the bench in the lower-right corner of the Mt. Battle lobby. He will offer to teach your Pokémon a move for a fee of 1,000 Poké Coupons. The moves he teaches are the ones that your Pokémon have forgotten or chose not to learn at earlier stages in their evolution.



When you select any Pokémon in your roster, the Move Teacher will provide you with a list of the moves that Pokémon can learn. To learn a new move, you need to have the Move Deleter clear out one of your old ones.

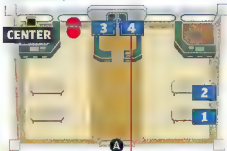
Mt. Battle: Outside



TO FIELD MAP

FULL HEAL

Mt. Battle: Lobby



2 MOVE DELETER

The Move Deleter is sitting right behind the Move Teacher and will offer to delete a move of your choice from any Pokémon, free of charge.

3 FIND VANDER AND TALK TO HIM

Mt. Battle isn't open to challengers at the moment, but the lady at the counter will let you pass when you tell her you're looking for Vander. You won't make it through the arena without a fight, so use the small Pokémon Center in the corner if necessary.



You will need to face a pair of inexperienced Trainers before Vander, and Vander will ask you to challenge one of his students when you reach him. After you defeat the lad, Vander will add the location of the Cipher Lab to your map.

4 OPEN TO CHALLENGERS

LATER Mt. Battle is not accepting general challenges when you arrive the first time, but Vander will e-mail you when it re-opens. You can then return to Mt. Battle whenever you want to earn some experience for your team or score some Poké Coupons.

MACHO BRACE

- TM 03 (WATER PULSE)
- TM 34 (SHOCK WAVE)
- TM 42 (FACADE)
- TM 39 (ROCK TOMB)
- TM 50 (OVERHEAT)
- TM 04 (CALM MIND)
- TM 08 (BULK UP)
- TM 40 (AERIAL ACE)

REBORN*

When you clear an area for the first time in Mt. Battle you'll receive one of the prizes above as well as the coupons listed on the next page. If you choose to replay any area, you'll still get the coupons, but no additional prizes.

* Can be obtained only after you've beaten 100 Trainers



Exchange Poké Coupons for prizes

Each time you clear an area in Mt. Battle, you'll receive Poké Coupons. The shop has some fantastic items, but the prices are very expensive. You may need to play through areas of Mt. Battle repeatedly to earn enough Coupons to buy what you want. You can also earn Poké Coupons at Realgam Tower, which you will encounter in the future.

COUPON EXCHANGE

APICOT BERRY	15,000pt	MENTAL HERB	6,000pt	TM 13 (ICE BEAM)	3,500pt
BRIGHTPOWDER	8,000pt	PETAYA BERRY	15,000pt	TM 24 (THUNDERBOLT)	4,000pt
CHOICE BAND	8,000pt	QUICK CLAW	8,000pt	TM 29 (PSYCHIC)	4,000pt
FOCUS BAND	8,000pt	SALAC BERRY	15,000pt	TM 30 (SHADOW BALL)	4,000pt
GANLON BERRY	15,000pt	SCOPE LENS	8,000pt	TM 35 (FLAMETHROWER)	4,000pt
KING'S ROCK	8,000pt	SHELL BELL	8,000pt	WHITE HERB	6,000pt

The first six areas of Mt. Battle

The 100 trials of Mt. Battle are divided into 10 areas of 10 battles each. After you clear each area you will receive a prize and be allowed to start from the next area in the future. The health of all of your Pokémon is restored between each battle, so Mt. Battle is a test of skill more than endurance. Your opponents' Pokémon will likely be of a higher level than yours, but careful type-matching will give you an edge.



Area 1: Battles 1-10

200 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: ELECTRIC, FIRE, FLYING, FIGHTING

LEVELS 9-13 Most of the first 10 battles are against Trainers you faced on your first trip to Mt. Battle, and involve combos of no more than three low-level Pokémon. The first few are mostly Grass- and Flying-types, so Mareep and Houndour should take the top spots on your roster. The latter half of Area 1 is heavy on Bug- and Normal-types, so you may want to rotate your lineup a bit. Just don't use a Normal-type Pokémon against Area Leader Vander's Level-13 Machop!

NUMBER OF TYPES YOU'LL FACE

NORMAL	7	FIGHTING	1	ROCK	-
FIRE	-	POISON	1	GHOST	-
WATER	3	GROUND	2	DRAGON	-
ELECTRIC	-	FLYING	5	DARK	1
GRASS	3	PSYCHIC	2	STEEL	-
ICE	-	BUG	5		

Area 2: Battles 11-20

300 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: ELECTRIC, WATER, GRASS, DARK

LEVELS 12-15 Area 2 has a pretty diverse group of opponents. Electric-type attacks remain your best bet, since Water is the single most common Pokémon type and Flying isn't far behind. There are only three Fire-type Pokémon in this area, but they can be pretty tough so make sure you have a good Water-type Pokémon handy. Area Leader Eldo has a water theme going with his Pokémon, so you'll want an Electric-type Pokémon in your top spot when you approach him.

NUMBER OF TYPES YOU'LL FACE

NORMAL	2	FIGHTING	-	ROCK	2
FIRE	3	POISON	-	GHOST	-
WATER	6	GROUND	2	DRAGON	-
ELECTRIC	1	FLYING	3	DARK	-
GRASS	3	PSYCHIC	3	STEEL	-
ICE	-	BUG	3		

Area 3: Battles 21-30

600 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: GROUND, GRASS, FIGHTING, WATER

LEVELS 22-29 The difficulty level climbs steeply in Area 3—a Level-27 Raichu is the first Pokémon to greet you. You'll still be facing small rosters (typically of no more than three Pokémon each). Water-type Pokémon are abundant here, but many have a second type that negates the efficacy of Electric-type attacks, so Grass-type Pokémon are a better choice. A good Ground-type Pokémon is also invaluable, besting the many Electric-, Rock- and Steel-type Pokémon.

NUMBER OF TYPES YOU'LL FACE

NORMAL	5	FIGHTING	-	ROCK	3
FIRE	1	POISON	1	GHOST	-
WATER	5	GROUND	1	DRAGON	-
ELECTRIC	3	FLYING	2	DARK	2
GRASS	1	PSYCHIC	-	STEEL	1
ICE	1	BUG	2		

Area 4: Battles 31-40

700 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: PSYCHIC, FIGHTING, GRASS

LEVELS 29-31 Area 4 is only slightly more difficult than Area 3, so you'll need to make only a few lineup changes to keep going. Psychic-type Pokémon are by far the best to bring to this fight, as your opponents are packing an awful lot of Poison-types, and Area Leader Boyden has a Fighting-type Hitmontop. A Fighting-type of your own would make an ideal Pokémon for your second slot, since it can stop the Rock-types that might give your Psychic-types trouble.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FIGHTING	1	ROCK	4
FIRE	-	POISON	5	GHOST	-
WATER	4	GROUND	3	DRAGON	-
ELECTRIC	-	FLYING	2	DARK	1
GRASS	3	PSYCHIC	3	STEEL	1
ICE	-	BUG	3		

Area 5: Battles 41-50

1,000 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: ICE, GRASS, FIGHTING, FLYING

LEVELS 42-43 There's a big leap in difficulty in Area 5, where the Pokémon are at least 10 levels higher than they were in area four. Every type except Steel is present here, but Water- and Grass-types are by far the most common. You'll face tough Water- and Ground-type Pokémon like Quagsire and Marowak, making Grass-type Pokémon and Grass-type attacks the best solution. Ice-type attacks are a good choice against the numerous Grass-, Ground- and Dragon-types as well.

NUMBER OF TYPES YOU'LL FACE

NORMAL	2	FIGHTING	4	ROCK	2
FIRE	3	POISON	2	GHOST	2
WATER	7	GROUND	3	DRAGON	1
ELECTRIC	1	FLYING	3	DARK	4
GRASS	7	PSYCHIC	1	STEEL	-
ICE	2	BUG	3		

Area 6: Battles 51-60

1,200 Poké Coupons

RECOMMENDED ATTACK/POKÉMON TYPES: FIGHTING, WATER, DARK

LEVELS 43-45 Nothing can stop the power of a Flying-type Pokémon in this area, where the top two Pokémon types are Normal and Rock. Make sure a good Fighting-type is at the head of your lineup around fights six and seven (where Normal-types are abundant), but be careful about using one against Area Leader Hammy, who is packing high-level Psychic- and Rock-type Lunatone and Solrock. Swap in a Dark-type or a really good Water- or Grass-type Pokémon to deal with these two.

NUMBER OF TYPES YOU'LL FACE

NORMAL	8	FIGHTING	-	ROCK	8
FIRE	2	POISON	2	GHOST	2
WATER	2	GROUND	5	DRAGON	1
ELECTRIC	1	FLYING	1	DARK	1
GRASS	2	PSYCHIC	5	STEEL	3
ICE	-	BUG	4		

Cipher Lab

The lab that houses Cipher's XD001 project.



The Cipher organization seems to be in far better shape than anyone in Orre had realized. Its lab is up and running, and a dozen scientists are working furiously on the mysterious XD001 Project. Security is tight, but those who can defeat an army of Cipher Peons can claim nearly a dozen Shadow Pokémon as their reward.



1 SNAG A BUNCH OF NEW SHADOW POKÉMON

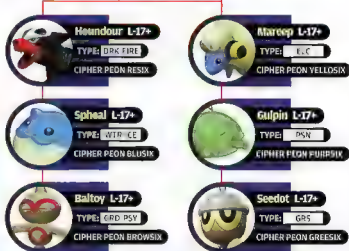
The Cipher Lab is guarded by a sextet of Peons known as the Hexagon Brothers. You need to beat only one of the six to get inside, but since each has a Shadow Pokémon to Snag, you'll sure want to challenge them all. Buy more Poké Balls in Agate Village if you run out.



Beating the Hexagon Brothers won't be easy—each has a team of two to six Pokémon, topped off with a Level-17 Shadow Pokémon (which is always the last one out). Start with Resix, who has only two Pokémon, and then use his Houndour to help beat his brothers. As your party fills with Level-17 Shadow Pokémon, the battles will get easier. Between skirmishes, heal up at the Pokémon Healing Machine just inside the compound.



TO FIELD MAP

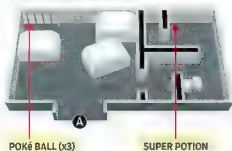


The Hexagon Brothers

Each Hexagon Brother has a party of Pokémon that matches the color of his suit. Resix (red) uses Fire-types, Blusix (blue) uses Water-types, Yellosix (yellow) uses Electric-types, Poursix (purple) uses Poison-types and Greensix (green) uses Grass-types. Browsix (brown) is the exception; he employs a mix of Normal-, Flying-, Psychic- and Ground-types. If you fail to Snag a Shadow Pokémon now, you can return and challenge the brothers again later. You'll also see the brothers in Phenac City.



Cipher Lab: Left Side Entrance



POKé BALL (x3)

SUPER POTION

There's a PC and a Pokémon Healing Machine by the entrance. Return here often to heal and rotate Pokémon, because the battles only get tougher as you reach deeper areas of the lab.

Cipher Lab: Right-Side Entrance



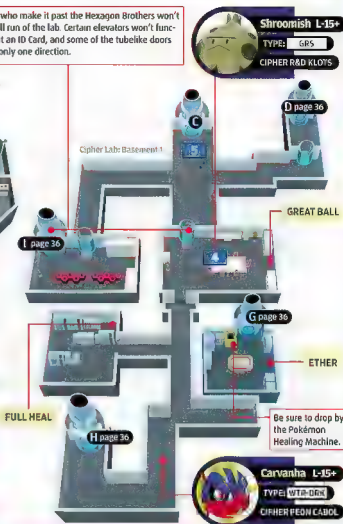
Even those who make it past the Hexagon Brothers won't have the full run of the lab. Certain elevators won't function without an ID Card, and some of the tubelike doors open from only one direction.

2 FACE CIPHER'S MINIONS IN BATTLES

As you explore the Cipher Lab you'll be challenged by both scientists and armored Cipher Peons. The ever-dramatic Peons drop at you from the ceiling, so you won't see them coming. Make sure the Pokémon at the top of your roster are in good health so you'll be ready for anything!

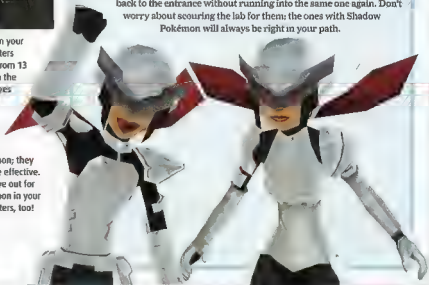


The Pokémon in your opponents' rosters range in level from 13 to 20, and span the usual affinity types (Fighting, Dark, Flying, Bug, and Normal). When in doubt, use Shadow Pokémon; they should be quite effective. And keep an eye out for Shadow Pokémon in your opponents' rosters, too!



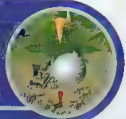
Cipher Peons everywhere

Cipher's Peons could appear anywhere, but you need to defeat them each only once. Once you've beaten a Peon, you can safely retrace your steps back to the entrance without running into the same one again. Don't worry about scouring the lab for them: the ones with Shadow Pokémon will always be right in your path.

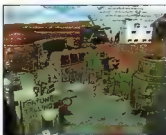


Pyrite Town

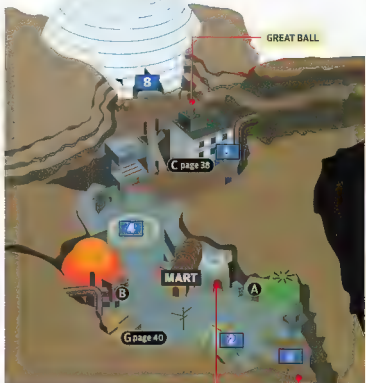
A noble town of rogues, ruffians and broadcast journalists.



Pyrite may be home to an unusual number of thieves and thugs, but that's not all it's famous for. Pyrite Town is home to the first (and easiest) Colosseum, a well-known windmill and the headquarters of the ONBS network. Among its famous residents is Nett, a computer genius without parallel in Orre.



Pyrite Town: Outside



Pyrite Town: Super Gumball Machine



PARALYZE HEAL

Pyrite Town: Ja House



1 ROGUE CAIL GREETES YOU WITH A BATTLE

In a town full of rogues and ruffians, you won't have to look hard to find a fight. Rogue Cail, the town's self-appointed gatekeeper, will be the first to oblige you.



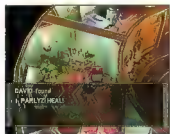
On your first visit to Pyrite Town, most of the Trainers will be carrying teams of Level-16 Pokémon. They won't pose much of a challenge for the Pokémon you used to clear Cipher Lab, so you may want to switch out your best fighters and get some battle experience for some of your lower-level Shadow Pokémon.

2 FORTUNE-TELLING

Fateen the fortune-teller can give you an occasional hint to help you on your way. Her recent prophecy about wild Pokémon appearing in Orre has been proven true, but only Duke knows where they are. Alas, Duke is not around to answer your questions.

3 STAY THE NIGHT

In a town with no Pokémon Center, you'll have to cough up 100 Poké Dollars at the Super Grand Hotel to restore the health of your Pokémon. That may seem steep, but the fantastic items you can swipe from the other rooms more than make up for it.



POKÉMART

DIRE HIT	650
FULL HEAL	600
GREAT BALL*	600
GUARD SPEC	700
POKé BALL*	200
POKé SNACK*	300
REVIVE	1,500
SUPER POTION	700
X ACCURACY	950
X ATTACK	500
X DEFEND	550
X SPECIAL	350
X SPEED	350

* These items will appear later at this Pokémart.

BATTLE CD 40

After the theft of your Snag Machine, search the bookcases in this building for a Battle CD the owners won't mind parting with.

GREAT BALL (x3)

FOCUS BAND

HYPER POTION

4 CHALLENGE EAGER TRAINERS

The large circle in the middle of Pyrite Town is the town's Duel Square. If you speak to any of the five Trainers there, you'll automatically begin a challenge. At that's at stake is experience points (there are no Shadow Pokémon), but the challenges are great practice.



The Duel Square

If you ever feel like your Pokémon just aren't strong enough to beat a boss or clear a tough Colosseum fight, the Duel Square is a great place to level them up. Its five Trainers have diverse rosters of Pokémon, and you can challenge each Trainer periodically throughout the game. The first time you visit, their Pokémon will all be at Level 17, but their Pokémon level up at certain points in the game, so you'll always find a serious challenge waiting in Pyrite Town.

5 SAVE MONEY AT THE VENDING MACHINE

The beverages sold at the vending machine are a fantastic value. A Super Potion that heals 50 HP costs 700 Poké Dollars, but a can of Lemonade that heals 80 HP costs half that. Stock up and save!

VENDING MACHINE

FRESH WATER	200
SODA POP	300
LEMONADE	350
MOOMOO MILK	500

There's always something interesting being filmed on this set, so check back from time to time. When Kandee is singing later in the game, listen closely to the lyrics for a tip.

BATTLE CD 24

After you clear out the Cipher Key Lair, Battle CD 24 will be returned to the shelves of this meeting room.

Pyrite Town: ONBS Building 1F



C page 37



Makuhiha L-18+

TYPE: F6

CIPHER PEON TORKIN

The Shadow Makuhiha won't be available until Nett asks you to return to the ONBS building.

Pyrite Town: ONBS Building 2F



BATTLE CD 21

After you clear out the Cipher Key Lab, you'll be allowed to take Battle CD 21 from this bookcase.



Vulpix L-18+

TYPE: FIRE

CIPHER PEON MESIN

This Shadow Pokémon won't be available until Nett asks you to return to the ONBS building.

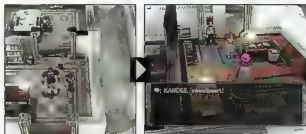
CETHER

This room will be locked on your first visit to the ONBS building, but the door will be open after you receive the e-mail from Nett.

6 A LOST LITTLE GIRL

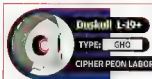
SOOTHE THE BELL

Kandee has lost her mom, and you will be well rewarded if you lead Kandee to her. Mom is on the third floor, in the second dressing room. When you return her daughter, she'll thank you with a Soothe Bell. Give it to a Pokémon to make your French p g grow more quickly.



7 DELIVER THE DATA ROM TO NETT

You'll find Nett in the office on the top floor of the ONBS building. He'll be more than happy to decode the Data Rom, but the process will take a while. In the meantime, he'll send you, after duking at the Rock Pokémon Spot, and mark the location on your Field Map.

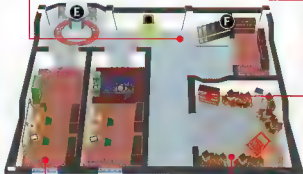


This Shadow Pokémon won't be available until Nett asks you to return to the ONBS building.

BATTLE CD 38

The prop manager will let you take a Battle CD from this bookcase any time after the theft of your Snag Machine.

Pyrite Town, ONBS Building 3F



REVIVE The woman here won't allow you to approach this chest on your way up, but you can grab it after speaking to Nett.

HP UP You won't be able to approach this chest until the next time the game's storyline sends you to the ONBS building.

Pyrite Town, ONBS Building Roof



BATTLE CD 36

You can take the Battle CD from behind Nett's desk any time after your Snag Machine is stolen.



This Shadow Pokémon won't be available until Nett asks you to return to the ONBS building.

8 PYRITE COLOSSEUM

TM 31 (BRICK BREAK) TM 12 (TAUNT) TM 41 (TORMENT) TM 05 (ROAR)

At this point in the game, you can challenge the Pyrite Colosseum whenever you like. There are some great prizes at stake, but you'll need to fight through four Trainers with rosters full of Level-20 Pokémon to get them! This is the easiest of the three Colosseums, however.

Pyrite Colosseum

Pyrite Colosseum is open to challengers! If you can battle through four rounds of Level-20 Pokémon, you'll receive cash and a TM prize. You can probably clear this even if your Pokémon's levels are still in their teens, since they will be restored to full health after each round. To see your opponents' rosters, turn to page 69.



9 SAVE THE ONBS BUILDING FROM CIPHER

LATER When you return to Pyrite Town after receiving Nett's e-mail, you'll find the ONBS building in the middle of a hostage crisis. Cipher agents are everywhere, and when you fight through them to reach Nett's office, you'll have to face Cipher Commander Exol. If you can emerge victorious, Nett will add Phenac City to your Field Map.



Just like in the Cipher Lab, Peons will drop from above and ambush you as you make your way to Nett's office. Several carry Shadow Pokémon, and all of these Peons will be directly on the path toward Nett's office. You won't encounter any Shadow Pokémon in the other offices, but clearing them out will earn you a few items and the undying gratitude of the ONBS staff.

Boss Battle: Cipher Cmdr. Exol

RECOMMENDED MOVE TYPES: SHADOW, FIGHTING, DARK, GROUND

Exol is difficult to type-match unless you've raised a good Fighting-type Pokémon like Makuhita. Otherwise, you can get by with Pokémon like Fire-and-Dark-type Houndour and any good Ground-type Pokémon. Use Fire-, Ground- and Fighting-type attacks against Mawile, but in moderation - Mawile is a must-Snag Pokémon!

Loudred L-23 WRM

Girafarig L-23 ARM-PSY

Raichu L-23 ELC

Mawile L-22+

TYPE: STL

CIPHER CMDR EXOL

3 LOCATE PROFESSOR KRANE

You'll see Professor Krane on the other side of the wall here, but there is no direct route to reach him. You'll need to head deeper into the lab and claim an ID card before you can reach Professor Krane and save him from Lovrina.

Cipher Lab Basement 2



Spinarak L-14+

TYPE: BUG-PSN

CIPHER PEON NEXIR

Cipher Lab Basement 3



LEAF STONE

BATTLE CD 42

You can return to find this Battle CD after clearing the Cipher Key Lalt.



Numel L-14+

TYPE: FIRE GRD

CIPHER PEON SOLOX

4 GET THE ID CARD FROM THE RESEARCHER

ID CARD You'll interrupt a meeting of scientists in this lounge area, but only one has the spine to fight you. Beat K'ots, taking care to Snag his Shadow Shroomish. He'll drop his ID Card as he flees the scene. Exit through the one-way door, and use the ID Card to activate the elevator at point I.



This is a good time to return to the entrance for healing. If you've already cleared the Heart Gauges of recently acquired Shadow Pokémon like Houndour and Mareep, take them to the Relic Stone for purification. They'll learn their final moves in the process, and their Fire- and Electric-type attacks could be a big help against Lovrina.

5 Boss Battle: Cipher Admin Lovrina

RECOMMENDED MOVE TYPES: SHADOW, FIRE, ELECTRIC, FIGHTING

DATA ROM After a battle with Cipher Peon Naps, make sure your Pokémon are healed up and ready for an even tougher fight. Before you can escape with Professor Krane, Lovrina will stop you at the elevator, and insist that Krane remain to assist Cipher with its mysterious XD001 project. Her roster is even stronger than Naps's, but if you lead off with Mareep to use Thunderbolt against Luvdisc, and follow up with Houndour to use Ember on Beautifly and Roselia, you'll have a significant type advantage.



Luvdisc

L-20 WTR

Beautifly

L-19 BUG-FLY

Roselia

L-19 GRD-PSN



Deicatty L-18+

TYPE: NRM

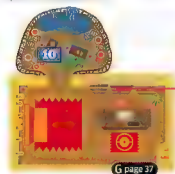
CIPHER ADMIN LOVRINA

10 DUKING HAS COME BACK HOME

LATER After you've traded the Pooé Snacks and catch a wild Pokémon or two, return to Duling's house. You'll find Duling has returned home, and is eager to trade for the three rare Pokémon you promised to look for. His trades are fair & generous, so oblige him if you can. If you're having trouble catching the Pokémon to trade, there is good news: Dug's mother has started selling her Pooé Snacks at Pokémonmart's throat-ache stall!



Pay to Town of New House



BATTLE CD 22

After clearing out the Cipher Key Lair, return here to take Battle CD 22 from Duking's bookcase.

11 HELP FIND THE LOST POKÉMON

LATER When the situation in Phenac is resolved, Nett will send you an e-mail about a lost Pokémon. Talk to the Pokémon's owners and agree to help. Afterward, Nett will notice the sand on your clothes and suggest that you speak to Perr in Gateon about a scooter upgrade.

12 RETURN BONSLY TO ITS OWNER

LATER BONSLY CARD

After its narrow escape at the S.S. Libra, Bonsly will run off into the wilds of Orre. Keep the Poké Spots stocked with snacks, because it will turn up there from time to time. When you finally manage to catch Bonsly, its owners will reward you with a Bonsly Card that you can play at Battle Bingo in Realgam Tower.

13 SECC HAS A NEW LEAD FOR YOU

When Secc e-mails you, visit him on the second floor on the ONBS building. He'll ask you to investigate the claims of a man named Hordel, who you can find at the Outskirt Stand (wh ch Secc will add to your Field Map).

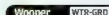
Find the new Pokémon

Bonsly seems to be an incredibly shy Pokémon. When you encounter it at a Poké Spot, approach it very slowly by pressing lightly on the Control Stick as you did on the S.S. *Libra*. It may take a few tries, but eventually Bonsly will feel comfortable coming back with you. Unfortunately, there doesn't seem to be any way to catch one for yourself in Orre.



Trade with Duking

Duking wants to trade for the three wild Pokémon listed on the left side below. They are among the rarest that appear at the Poké Spots. If you have one to spare, pay Duking a visit and trade it for a Pokémon you can't find anywhere else in Orre!



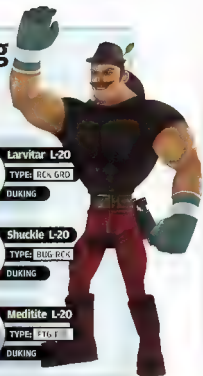
Catch this wild Pokémon
in the Cave Poké Spot.



Catch this wild Pokémon
in the Oasis Poké Spot.



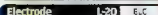
Catch this wild Pokémon
in the Rock Poké Spot.



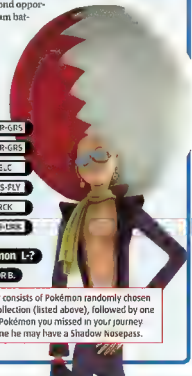
Event Battle:
Wanderer Mirror B.

RECOMMENDED MOVE TYPES: SHADOW, FIRE, ELECTRIC, FIGHTING

Ever wonder what happens to the Shadow Pokémon that run away after you fail to Snag them? Eventually they turn up in the roster of Wanderer Mirror B, who will give you a second opportunity to Snag them in a Colosseum battle. If you've missed a Shadow Pokémon, expect your Mirror Radar to inform you that Wanderer Mirror B has come to Pyrite. Enter the Colosseum, fight your way up to him, and Snag that Pokémon!

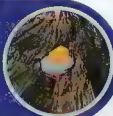
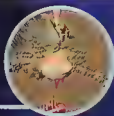


Mirror B's roster consists of Pokémon randomly chosen from his own collection (listed above), followed by one of the Shadow Pokémon you missed in your journey. Later in the game he may have a Shadow Nosepass.



Poké Spots

Where wild Pokémon appear.



Wild Pokémon have come to Orre! After years of research, Duking has discovered three spots where wild Pokémon reside. Duking isn't the only one who knows about these secret spots, however, so you may encounter less-savory characters there, as well.



1 AN ONBS SPECIAL REPORT

POKÉ SNACKS (x10) SPOT MONITOR

When you arrive at the Rock Poké Spot you'll find Duking in the midst of an interview with a reporter named Pofy. Duking will ask you to join him on camera, and hand you 10 Poké Snacks to demonstrate how Poké Spots work. If you set a few of them on the stone circle behind you, Duking will give you a Spot Monitor attachment for your P*DA. This will allow you to keep tabs on the Poké Spots as you go about your quest—the monitor will inform you when a Pokémon has taken the bait. How long the Pokémon will wait at the Poké Spot depends on how many snacks you've left for it.



2 MEET DUKING AGAIN AT THE OASIS POKÉ SPOT

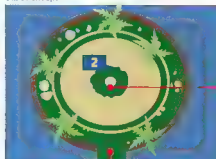
Before he leaves, Duking will mark the location of the Oasis Poké Spot on your map. When you arrive there, you'll run into him again and he'll ask for your help in catching three particular Pokémon. If you catch one, he'll happily trade for it back in Pyrite. And just for your agreeing to help, he'll mark your Field Map with the final Poké Spot.

Rock Poké Spot



TO FIELD MAP

Oasis Poké Spot



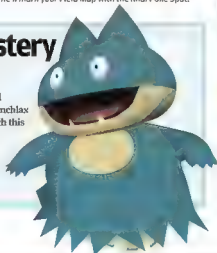
TO FIELD MAP



TO FIELD MAP

Meet another mystery Pokémon

Is there a new Pokémon in Orre? Sometimes you'll respond to your Spot Monitor to find this little Munchlax gobbling up your Poké Snacks. Alas, you can't catch this one, because it already has an owner. When you encounter this Pokémon, keep it busy until its owner can show up to bring it home. Could it be some sort of pre-evolved Snorlax?



HERBAL MEDICINE (RANDOM) POKÉ SNACKS (x10)

The Munchlax belongs to the herbalist in Gateon Port. She will apologize for the confusion and offer you 10 Poké Snacks to replace the ones her Pokémon ate. She'll also throw in a free sample of Herbal Medicine from the stock at her now-open shop in Gateon's Pokémon Center.



3 FIND FOLLY AND TRUDLY, AND FACE WANDERER MIRROR B.

When you first visit the Cave Poké Spot you'll run into Trudly and Folly, the pair of rogues you first met in Pyrite. They're no threat to you, but when their radar pings, it can only mean one thing: Wanderer Mirror B. is in the house. Prepare for battle!

Boss Battle: Wanderer Mirror B.

RECOMMENDED MOVE TYPES: SHADOW, FLYING, BUG, GRASS

Mirror B. loves Lombre! These Water-and-Grass-type Pokémon like to cast Rain Dance to boost the power of their Water-type attacks, and can also refill their health with Grass-type Mega Drain when in a pinch. A Grass-type Pokémon of your own will be resistant to both tactics, while Flying- and Bug-type Pokémon are strong against Grass-types on both offense and defense. Of course, Shadow Pokémon work well, too. Mirror B.'s final Pokémon is a Level-19 Shadow Voltorb that will make a fine addition to your team.



Lombre L-17 WTR-GRS

Lombre L-17 WTR-GRS

Lombre L-17 WTR-GRS

Voltorb L-19+

TYPE: ELC

WANDERER MIRROR B.

4 PICK UP THE DROPPED ITEM

MIRROR RADAR

When Folly and Trudly beat a hasty retreat after their boss, they'll drop their Mirror Radar device. This isn't a P*DA attachment like the Spot Monitor, but it works in a similar way. When the Mirror B. symbol appears on your screen, select the Mirror Radar from your Key Items screen to find out where Wanderer Mirror B. has appeared.

After you acquire the Mirror Radar, your P*DA will alert you to an urgent e-mail from Nett. He hasn't cracked the code yet, but he still needs to see you in Pyrite Town, pronto.



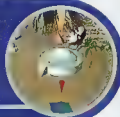
Tracking Wanderer Mirror B.

When the Mirror B. symbol appears on your screen, go to the Key Items section in your inventory to see where Wanderer Mirror B. has turned up. He typically visits towns only for Pokémon battles, so when you arrive at the designated location head straight for the Colosseum. If Folly and Trudly are waiting in the lobby, you've found the right spot! Enter the Colosseum for a chance to Snag one of Mirror B.'s Shadow Pokémon, or a random one that you failed to Snag earlier.

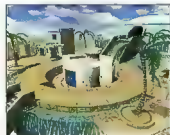


Phenac City

A gorgeous city in the desert with bounteous water.



A shimmering oasis in the heart of the desert, Phenac City is well-regarded for both the beauty of its architecture and the kindness of its citizens. Lately, however, its people have been acting strangely and its businesses are being abandoned. Could this have something to do with Cipher?



Phenac City: Outside

HYPER POTION (x2)

E page 45

B page 44

D page 44

5

MART

CENTER

TO FIELD MAP

BATTLE CD 16 Defeat Bluxis (in disguise as Justy)—he'll drop a Battle CD.

BATTLE CD 08 Defeat Pursux (in disguise as Justy)—he'll drop a Battle CD.

BATTLE CD 19 Defeat Resix (in disguise as Justy)—he'll drop a Battle CD.

BATTLE CD 28 Defeat Greesix (in disguise as Justy)—he'll drop a Battle CD.

ULTRA BALL (x3)

BATTLE CD 10 Once life has returned to normal in Phenac City, you can find a Battle CD in the bookcase in this house.

BATTLE CD 15 After your Snag Machine is stolen, stop the Castform running around the fountain; it will give you a Battle CD.

When you first arrive in Phenac City, you'll find the Pokémon Center deserted and the shop sealed. After reading the Mayor's Note, you'll be able to get into the shop by defeating the Trainer who blocks the entrance. You'll need to foil Cipher's plans for Phenac before you can use the Pokémon Center.

POKÉMART IF

ANTIDOTE	100
AWAKENING	250
BURN HEAL	250
FULL HEAL	600
GREAT BALL	600
HYPER POTION	1,200
ICE HEAL	250
PARALYZE HEAL	200
POKÉ BALL	200
POKÉ SNACK	300
REVIVE	1,500
SUPER POTION	700
ULTRA BALL	1,200

POKÉMART 2F

CALCIUM	9,800
CARBOS	9,800
HP UP	9,800
IRON	9,800
PROTEIN	9,800
ZINC	9,800

1 WELCOME TO PHENAC CITY; NOW PLEASE LEAVE

DISC CASE BATTLE CD 01

BATTLE CD 07 BATTLE CD 20

The moment you set foot in Phenac City, an enthusiastic local will give you a Disc Case and some Battle CDs before adding Realgam Tower to your Field Map. She won't let you go any farther until you visit Realgam Tower, so make a quick stop there before you return to Phenac. (If you're eager to see Phenac, you can leave immediately after arriving at Realgam Tower.)

2 GET THE MUSIC CD AND TAKE A REST

LATER The housekeeper in the mayor's house won't let you explore the building, so head to the house on the right side of the higher level for some of that famous Phenac hospitality. The kind owner will offer you his bed and will even let you take the Music Disc that's sitting on the table. If your Pokémon are wounded, rest up now or you might regret it later.

Phenac City: Rest House



MUSIC DISC

3 GETTING PAST THE HOUSEKEEPER

Hand the Music Disc to the housekeeper; you'll be able to sneak up to the mayor's room while she's enjoying the tunes. Besides the bed you'll locate the Mayor's Note, which will give you some insight into Cipher's plans. While you're reading the note, prepare to defend yourself from the housekeeper, who will do anything to keep the Mayor's Note from getting to Justy.



PHENAC CITY: MAYOR'S HOUSE



B page 43



Pineco L-22+

TYPE: BUG

CIPHER PEON GONRAG

After you read the Mayor's Note, you'll find a Cipher imposter waiting, with another Shadow Pokémon in tow.

BATTLE CD 12

Once Phenac City has returned to normal, you can search the mayor's bookcase for a Battle CD that Cipher left behind.

BATTLE CD 27

After Team Justy scatters, two of them double back to the mayor's house. Yellosix will strike when you enter.

BATTLE CD 32

After beating Yellosix, you can approach and challenge Brownsix for another Battle CD.

MAYOR'S NOTE

PHENAC CITY: MAYOR'S HOUSE



Snorunt L-20+

TYPE: ICE

CIPHER PEON EXINN

After you read the Mayor's Note, the housekeeper will reveal her true identity and challenge you to a battle. She has several strong Pokémon, including a Shadow Snorunt!

4 THE CIPHER TAKEOVER BEGINS

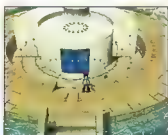
It seems Cipher's plans were much farther along than anyone realized. In fact, there are more Cipher Imposters than there are citizens in Phenac City! Defeat as many as you can and rest in the kindly old man's home when your Pokémon need a breather.

5 RETURN OF THE HEXAGON BROTHERS, SORT OF

As you leave the mayor's house, you'll run into "Team Justy," formerly known as the Hexagon Brothers. All six have disguised themselves as Justy decoys, and scattered throughout the town to confuse you.



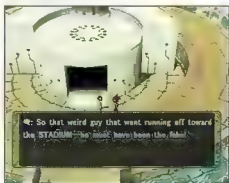
The Hexagon Brothers have the same Pokémon as before, so you can catch any of their Shadow Pokémon you missed.



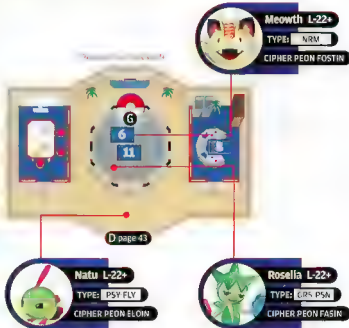
Each of the Hexagon Brothers drops a Battle CD when defeated, so seek them out and collect them all!

6 BATTLE CIPHER IN THE PRE GYM

The Pre Gym is being guarded by three Cipher Peons, and each has a Shadow Pokémon in his or her roster. You'll learn that the real residents of Phenac City are locked in the gym's basement. But no one here has the Elevator Key. Ask the kid outside which direction the decoy ran—he'll give you a clue.



So that weird guy that went running off toward the STADIUM...he made sense, didn't he, huh?



D page 43



Natu L-22+

TYPE: PSY FLY

CIPHER PEON BLOM



Roselia L-22+

TYPE: GRASS PSN

CIPHER PEON FASIN

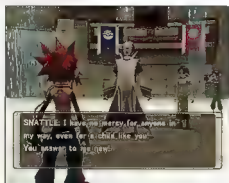
BATTLE CD 35

After freeing the people of Phenac City, return to the gym's basement to find a Battle CD in the sand.



7 HEAD TO PHENAC STADIUM

Phenac Stadium was abandoned when Realgam Tower was built, making it an ideal Cipher hideout. Two Cipher Peons (each with a Shadow Pokémon) will attack you, at the entrance. After the battle you can return to town to heal before you approach the center, where you'll face the one-two punch of Cipher Peon Egrog (with a Shadow Seel) and Cipher Admin Snattle.



Phenac City: Phenac Stadium Lobby



BATTLE CD 44 Return to Phenac Stadium after clearing out the Cipher Key Lairs; you'll find a Battle CD has been dropped here.

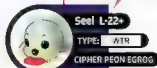
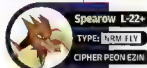
Phenac City: Phenac Stadium



WATER STONE

ELEVATOR KEY

TM 13 (ICE BEAM)



Boss Battle: Cipher Admin Snattle

RECOMMENDED MOVE TYPES: GRASS, SHADOW, GROUND, FIGHTING

Nothing beats a good Grass-type Pokémon when you're going up against Snattle. Grass-types are strong against most of Snattle's lineup and they have no particular weaknesses. Ground- and Fighting-types are far less useful, but they're better than most other types. If you have trouble here, just fill your roster with Shadow Pokémon, since they're great against all of Snattle's Pokémon except Lunatone, which you don't want to KO anyway.

Lanturn	L-26	WTR-ELC
Quagsire	L-26	WTR-GRD
Castform	L-27	NRM
Metang	L-28	STL-PSY



Lunatone L-25+

TYPE: ROCK PSY

CIPHER ADMIN SNATTLE



8 FREE THE PEOPLE OF PHENAC

After defeating Snattle, head back to the Pre Gym and use the Elevator Key at the control panel on the right side of the room. Take the elevator down to the basement and meet the grateful people of Phenac City.

Among the citizens' sone (a bit of a pun), the Day Care lady from Agate Village. After you free her, the Pokémon Day Care will be open for business.



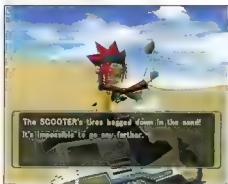
9 GO SEE THE MAYOR AT HIS HOUSE

EXP SHARE When you visit the mayor at his home he will present you with the Exp. Share item. Give it to a Pokémon on your team to make it gain EXP even if it doesn't fight. You can also grab a Battle CD from the mayor's bookcase.

10 THE LOCATION IN THE DESERT

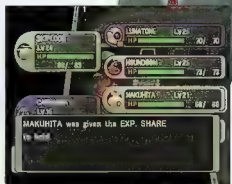
Justy will inform you of a location in the desert to check out, and various townspeople will be able to fill in the details of Cipher's operations there.

Drive out there when your business is done in Phenac, but don't expect to make it without trouble. When your scooter gets stuck, you'll receive an e-mail from Justy that points out the way.



Share experience

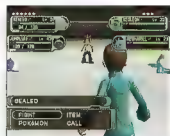
Exp. Share is one of the best items you can give to a Pokémon. A Pokémon that holds it will gain a full share of the EXP earned in battle even if it didn't participate. And if it did participate, it will get a double share! The item doesn't increase the total amount of EXP your party gains, but it is a great way to rapidly level up low-level Pokémon that are too weak to withstand actual combat.



11 BATTLE JUSTY'S PRE GYM TEAM

LATER LUM BERRY TM 32 (DOUBLE TEAM)

Once Justy e-mails you about the Pre Gym being open, you can challenge him and his team to battle. The first four Trainers' Pokémon are between Levels 21 and 24, and nearly all of them use moves to increase their Evasiveness early in the fight. Hit them fast with high-Accuracy moves and can't-miss attacks like Shock Wave.



Event Battle: Pre Gym Leader Justy

RECOMMENDED MOVE TYPES: SHADOW, ICE, WATER

Clearly the theme of the Pre Gym is Evasion, and Justy's four Level-29 Pokémon take no exception. They spend so much time casting Evasiveness-boosters like Double Team that the real challenge is not surviving, but hitting them at all. Ice and Water-type moves are best here, but in many cases a move's Accuracy is more important than its power or type. Remember that in the Pokémon menu you can select Summary, then press A on the third page to review the Accuracy of your moves. Any move that doesn't have an Accuracy of 100 is probably a waste of a turn. Note that Shadow moves are both accurate and highly effective.

Caliccia	L-29	ICE
Sandslash	L-29	GRD
Gligar	L-29	GRD-FLY
Nosepass	L-29	RCK



Realgam Tower

A members-only tower jam-packed with entertainment.



Realgam Tower is the ideal vacation spot for any Pokémon Trainer, even when the Colosseum is closed. Other attractions include the Battle Bingo strategy game and a new series of advanced Battle Sims. In addition to winning prizes in the tower, you can buy some great TMs at the Pokémart.



1 RUN INTO FOLLY AND TRUDLY AGAIN

When you enter Realgam Tower you'll find Folly and Trudly in the midst of a conversation about how much they hate Battle CDs. Their loss is your gain, as your new Disc Case allows you to pick up the Battle CDs they discard throughout Orre.

Find Battle CDs

As the game progresses, Folly and Trudly will drop Battle CDs in various locations (including some places you've already visited), and you'll be allowed to start taking them from the bookcases in many buildings. You'll also receive Battle CDs as prizes from Trainer battles and as rewards from certain characters. There are 80 CDs in all.



POKÉMART

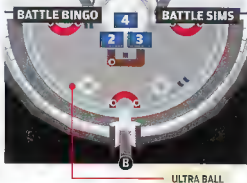
FULL HEAL	600
HYPER POTION	1,200
REVIVE	1,500
TM 10 (HIDDEN POWER)	3,000
TM 14 (BLIZZARD)	5,500
TM 15 (HYPER BEAM)	7,500
TM 16 (LIGHT SCREEN)	3,000
TM 17 (PROTECT)	3,000
TM 20 (SAFEGUARD)	3,000
TM 25 (THUNDER)	5,500
TM 33 (REFLECT)	3,000
TM 38 (FIRE BLAST)	5,500

This store allows you to buy multiple copies of TMs.

2 GAMES ARE OPEN, BUT THE COLOSSEUM IS CLOSED

The Realgam Colosseum is closed for maintenance, but you can do plenty of fun things until it reopens. You can buy more Battle CDs at the counter in the Battle Sims room, and play the ones you've already collected to earn prizes. You can also play Battle Bingo, which earns you coupons that you can redeem at Mt. Battle. See the next page for the basics of each game, or flip to page 101 for a more detailed look at these challenging minigames.

Realgam Tower Attraction



Realgam Tower Attraction



Realgam Tower Entrance



Basics of Battle Sims

Here you can engage in the virtual Pokémon battles saved on your Battle CDs. These are far more difficult than the simulations available in the Pokémon HQ Lab, as each CD offers a puzzle that you can solve only by using the exact correct sequence of moves within a limited number of rounds. Whenever you beat a CD for the first time, you'll win a prize!

BATTLE SIMS COUNTER

BATTLE CD 02	1,000	BATTLE CD 17*	1,000
BATTLE CD 03	1,000	BATTLE CD 25*	1,000
BATTLE CD 04	1,000	BATTLE CD 26*	1,000
BATTLE CD 09*	1,000	BATTLE CD 30*	1,000
BATTLE CD 13*	1,000		

*You won't be able to purchase these until you have beaten certain other Battle CDs.

Basics of Battle Bingo

For 500 Poké Dollars, you can purchase a Battle Bingo card. You'll earn coupons based on the amount of bingos you can score on each card, topping off at 200 coupons for all 10 bingos at the novice level. You begin with a single Pokémon, and must complete successive challenges to fill rows and score bingos. Use your Pokémon in battles against types they are strong against, and use Master Balls to catch the Pokémon you can't beat. If you plot your moves carefully so that you have Master Balls and EP to spare at the end, you'll win even more coupons! When you complete all three novice cards, the next rank will become available.



3 BATTLE THE COLOSSEUM

LATER TM 19 (GIGA DRAIN) TM 22 (SOLARBEAM)

TM 23 (IRON TAIL) TM 49 (SNATCH)

When the Realgam Tower Colosseum reopens you will receive an e-mail. The Realgam Colosseum uses the same rules as the Pyrite Colosseum, but is significantly more challenging. All of your opponents will be using Level-40 Pokémon, although most have rosters of only three or four. Because of that, you should be able to handle it in a Colosseum when your own Pokémon levels are in the mid-30s. If you want the advantage of knowing exactly what you'll be up against, see page 75 for a complete breakdown of the Trainers and their Pokémon.



4 MIRROR B. APPEARS

LATER When you grow too strong for the Pyrite Colosseum, Mirror B. will begin appearing in the Realgam Tower Colosseum. When your Mirror Radar goes off, battle him for a chance at a Shadow Pokémon!

Event Battle:

Wanderer Mirror B.

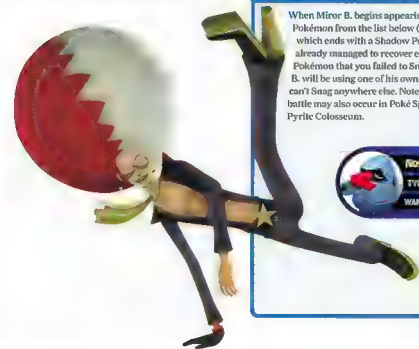
RECOMMENDED MOVE TYPES: SHADOW, FIRE, BUG, POISON

When Mirror B. begins appearing at the Realgam Tower Colosseum, he'll have a roster led by Pokémon from the list below (it almost always includes at least one Ludicolo and Lombre), which ends with a Shadow Pokémon. If you've already managed to recover each of the Shadow Pokémon that you failed to Snag earlier, Mirror B. will be using one of his own—a Nosepass you can't Snag anywhere else. Note that the Nosepass battle may also occur in Poké Spot areas or Pyrite Colosseum.

Lombre	L-40	WTR-GRS
Ludicolo	L-40	WTR-GRS
Electrode	L-40	ELC
Jumpluff	L-40	GRS-FLY
Shadowoodo	L-40	RCW
Shiftry	L-40	GRS-DK



Mirror B.'s roster consists of Pokémon randomly chosen from his own collection (listed above), followed by one of the Shadow Pokémon you missed on your journey.



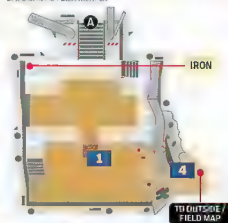
S.S. Libra

The missing Pokémon cargo ship.

The S.S. *Libra* has been found at last! Looted, destroyed and dumped in the desert, the *Libra* probably won't be returning to the high seas any time soon. Nevertheless, there are signs of recent Cipher activity on its decks. Perhaps the recovery team missed something?

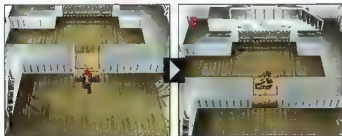


S.S. Libra: Ho! Placement 1A

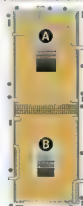


1 PUSH BLOCKS

To get through the doors of the S.S. *Libra*, you'll need to push the boxes on the lower levels to fill the gaps in the upper levels. Note that you can drop from the upper level at any point, and you'll need to do so to maneuver some boxes into the proper positions. If you get a box stuck in a corner, leave the room to reset its position.



S.S. Libra: Ho! Placement 2A



S.S. Libra: Main Deck

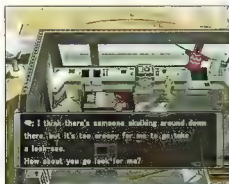


2 CHECK OUT THE HULL

Gor'gan and a pair of his Cipher Peons will intercept you when you reach the main deck. After fighting through several of a Peon's Level-27 Pokémon, a kindly local will lead you to the upper deck and allow you to use his bed. In return he'll ask you to fully explore the ship's hold. Until you do, he won't allow you to leave the ship.



S.S. Libra: Main Deck



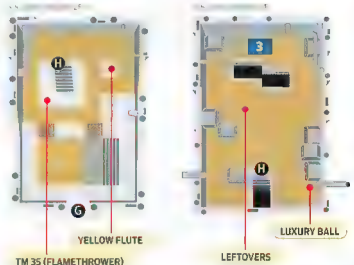
3 BONSLY APPEARS!

Hey, it's Bonsly. The skittish little Pokémon is waiting at the far end of the hold, and will run away as soon as you approach. To catch it, you'll need to walk slowly (by applying less pressure to the Control Stick) and sneak up behind it. Just when you're about to catch it, however, the ping of your Poké Ball will scare it off. At least it'll drop some leftovers on its way out.



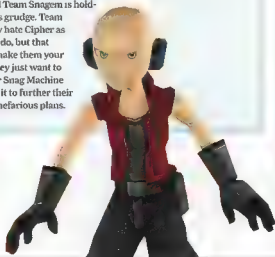
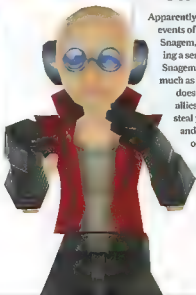
4 AMBUSHED BY TEAM SNADEM

Looks like the S.S. Libra was a bust, and there's nothing left to do but head back to Gateon Port and talk to Anri. But an ambush is waiting for you outside—not from Cipher, but from Team Snagem? The odd name will make sense once the team hits you with sleeping powder and grabs your Snag Machine. Your friend on the S.S. Libra will find you, and set you on their trail by adding the Cipher Key Lair to your map.



Team Snagem returns!

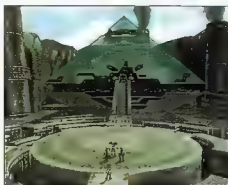
Apparently Cipher isn't the only criminal organization that survived the events of five years ago! Cipher has severed its relations with Team Snagem, and Team Snagem is holding a serious grudge. Team Snagem may hate Cipher as much as you do, but that doesn't make them your allies. They just want to steal your Snag Machine and use it to further their own nefarious plans.



Cipher Key Lair

The Shadow Pokémon factory.

The Cipher Key Lair is a secret factory that transforms the Pokémon stolen from the S.S. *Libra* into Shadow Pokémon that Cipher members can use or sell. Security is tight in the lair, and you won't be allowed inside on your first visit. It's better to return later anyway, when you can rescue dozens of Shadow Pokémon with your recovered Snag Machine.



1 THUG ZOOK AT THE ENTRANCE

Zook, who you last met in Gateon City, is responsible for guarding the entrance to Cipher Key Lair. Even after you beat him in your first battle, the guards won't let you pass. Make for the bridge out of town; and Secc will e-mail you with further instructions.



2 INFILTRATE THE LAIR

LATER Return to the Lair after you've recovered your Snag Machine. You can then Snag Zook's Zangoose, and some friends will appear to help you deal with the two bodybuilders that block the way. Inside the lair you'll have to defeat a legion of Cipher Peons, and a great many of them are packing Shadow Pokémon. Get Snagging and make up for lost time!



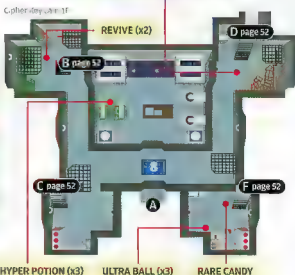
For the first time, you'll encounter Trainers that wield two Shadow Pokémon. Try to arrange things so your opponent always has one regular Pokémon on the field. Concentrate on Snagging the Shadow Pokémon one at a time.



TO FIELD MAP



The first time you fight Zook, you won't have the Snag Machine. But you'll get another chance at this Zangoose very soon.

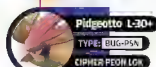
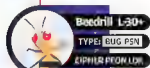


3 RETURN OF THE SLIDING BLOCKS

The stairway marked C on the map leads to the west wing of the compound, where you'll find a pair of treasure chests. Slide the block in one direction to get one treasure, then go back downstairs and up again. The block will return to its original location, allowing you to push it the other way. You'll need to use a similar strategy to reach both the E and F staircases on the other side of this floor.

4 THE SUN AND MOON GATES

To open the locked gates on this floor you'll need to slide the blocks onto the floor panels with the sun and moon marks. Once the moon door is open (at the north end of the floor), go through it and down the passageway to reach the correct side of the other block. Once the blocks are in place, the r lock on will not reset when you leave the floor.



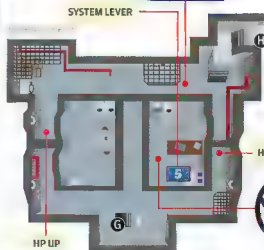
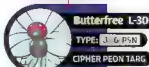
BATTLE CD 47 After defeating Gorigan and halting Shadow Pokémon production, return here to find a Battle CD on the conveyor belt.

- TM24 (THUNDERBOLT)

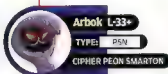
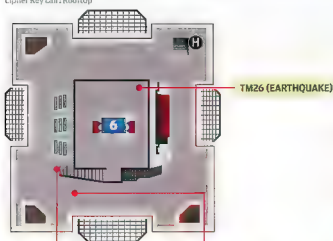


5 GET THE SYSTEM LEVER IN THE OFFICE

On the fourth floor, head left and maneuver through the office with the two pink-clad office workers. You can reach the other office through the passage at the north end of this floor, but you'll need to fight through a few Cipher Peons (including one with two Shadow Pokémon). In the second office, defeat a Cipher Peon and a researcher (who has a Shadow Magneton), then grab the System Lever off the desk.



Cipher Key Lair: Rooftop



Cipher Key Lair: Rooftop Office



SHADOW POKÉMON LIST
After defeating Gorigan, you can pick up a list of converted Pokémon for your P+DA Shadow Monitor. Now you know exactly how many are left!

6 RAISE THE VOLTAGE

The door to the building's main office is locked, but a researcher named Acrod on the roof will blab a method to open it. After you defeat him in battle, use the System Lever at the generator and opt to raise the voltage, shutting down the Shadow Pokémon assembly line and opening the office door. Heal if necessary; you'll face a tough fight with a Cipher Peon on the way down to the rooftop. His Pokémon will use a Shadow Arbok.



7 Boss Battle: Cipher Admin Gorigan

RECOMMENDED MOVE TYPES: SHADOW, FIGHTING, FLYING, GRASS, BUG

Although Gorigan has no Ground-type Pokémon, he is very fond of having Lairon use the Ground-type Earthquake move. Lairon's heavy usage of the Protect move (which negates all attacks against its target) will prevent you from eliminating the Pokémon quickly, so you'll almost certainly face a tremor or two. Flying-type Pokémon are immune to Ground-type attacks, and Grass-types have partial resistance, making these two the best choices for dealing with Water-types Sealeo and Slowking. Spread your attacks around so Protect won't ruin your whole turn, but do try to eliminate Lairon before you get to the Shadow Pokémon, the last two entries in Gorigan's roster.



Earthquake is a dangerous move in Double Battles. It hits everyone but the user, potentially KO'ing Gorigan's Shadow Pokémon before you can Snag them! If you can't KO Lairon before the Shadow Pokémon appear, try to put it to sleep to prevent future Earthquakes.



Lairon L-36 STL-BLK

Sealeo L-36 WTR-ICE

Slowking L-36 WTR-PSY

Ursaring L-36 NRM

Primeape L-34+

TYPE: FFC
CIPHER ADMIN GORIGAN

Hypno L-34+

TYPE: PSY
CIPHER ADMIN GORIGAN

8 A SHADOW POKÉMON HAS BEEN STOLEN

On your way out of the Cipher Key Lair, you will overhear the workers on the first floor talking about how two guys came in and stole the last Shadow Pokémon. Ask them about it afterward—they'll reveal that the missing Pokémon is Dragonite.

Outskirt Stand

A lonely gas station in the desert.

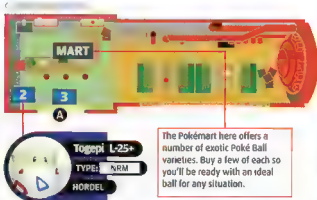


ONBS has heard that a Cipher whistleblower named Hordel is hiding out in this desolate desert outpost. Secc suspects a trap, but Hordel is for real and he can help you to find and infiltrate the hideouts of both Cipher and Team Snagem.



1 WANDERER MIRROR B. RETURNS

When you arrive at the Outskirt Stand you'll find Wanderer Mirror B. waiting for you. Prepare for a fight with his usual mix of Grass-and-Water-type Pokémon, topped off this time by a Shadow Nosepass. You can't Snag it without your Snag Machine, but you will have another shot at Shadow Nosepass later. In the meantime, use Poison, Grass- or Shadow-type Pokémon to tear through his roster.



POKÉMART

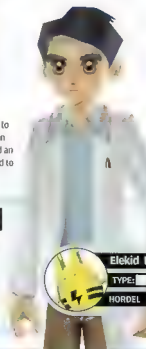
FULL HEAL	600
HYPER POTION	1,200
NEST BALL	1,000
NET BALL	1,000
POKÉ SNACK	300
REVIVE	1,500
SUPER POTION	700
TIMER BALL	1,000
ULTRA BALL	1,200



The Pokémon here offers a number of exotic Poké Ball varieties. Buy a few of each so you'll be ready with an ideal ball for any situation.

2 TALK TO HORDEL

Hordel left Cipher after a crisis of conscience and is now willing to help you bring them down. He has only one favor to ask of you in return: take his Shadow Togepe and purify it for him. You'll need an extra slot to accept it and there's no PC nearby, so you may need to come back for it later.



Trade for an Elekid

In exchange for his purified Togepe, Hordel will give you a Level-20 Elekid named Zaprong. The Elekid comes with an unusual assortment of moves: Ice Punch, Fire Punch, Thunderpunch and Cross Chop, making it an extraordinarily versatile battler. It's worth putting some time into raising this one.

3 TEAM SNAHEM HIDEOUT

When you head out the door, you'll receive another e-mail from Secc. Between Hordel and Secc, you now have enough information to locate Team Snagem's hideout on your Field Map. Recover the Snag Machine before another Shadow Pokémon slips through your fingers.

4 CHALLENGE RIDER WILLIE

As you step off the train, Rider Willie will challenge you with his party of Level-24 Zigzagoon and Linoone. They shouldn't cause you much trouble, but a good Fighting-type Pokémon will make the battle go quickly. Whenever you speak to Willie afterward, he'll challenge you to a rematch.



Snagem Hideout

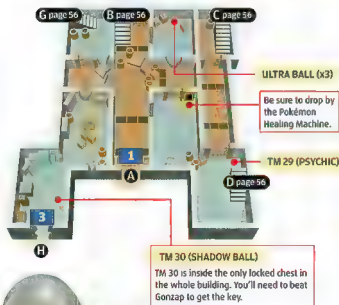
Team Snagem's base.

Team Snagem's base looks like a disaster area, but that hasn't stopped the group from rebuilding the organization to its former strength. Team Snagem is very much alive and well, and Snagem Head Gonzap has no intention of returning your Snag Machine without a fight.



TO FIELD MAP

Snagem Hideout: 1F



The members of Team Snagem are as talented at thievery as they are at training Pokémon. They don't have any Shadow Pokémon for you to recover, but the treasure boxes contain a lot of great loot.

Team Snagem and the Snag Machine

The Snag Machine Professor Krane created is not the first device of its kind. Five years ago Team Snagem developed the first Snag Machine in this very building. At the time Snagem was working with Cipher, but one of the Snagem members defected, stole the device and used it to help stop Cipher's devious plans. Gonzap was the leader of Team Snagem even then, and he's still bitter about his defeat at the defector's hand. It's no wonder he wants this thing so badly.

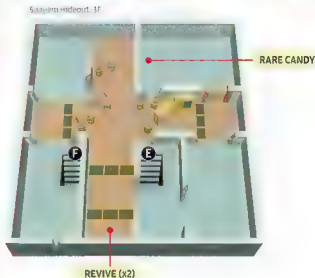
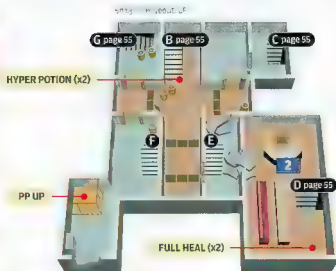
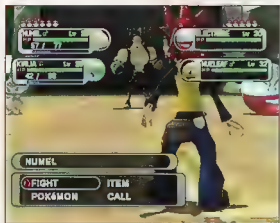


2 Boss Battle: Snagem Head Gonzap

RECOMMENDED MOVE TYPES: SHADOW, FIRE, DARK, ROCK, FLYING, GRASS

SNAG MACHINE **GONZAP'S KEY** Gonzap has an impressively varied roster of Pokémon, and you'll need to type-match carefully if you hope to stop him. His first few Pokémon are fairly straightforward, but his last two have both the highest levels and the most difficult combination of types. Only a Grass-type will have any significant advantage against Whiscash, and only a Fire-type can trump Skarmory's Steel-and-Flying-type combination. Figure out which of your Pokémon have the best chance of penetrating Whiscash and Skarmory's defenses, and keep them in reserve until the end of the fight.

Electrode	L-30	ELC
Nuzleaf	L-32	GRS-DRK
Vileplume	L-30	GRS-PSM
Whiscash	L-31	WTR-GRD
Skarmory	L-32	STL-FLY



3 USE GONZAP'S KEY AND ESCAPE

After falling in battle, Gonzap will realize that you are both working toward the same goal (and besides, the Snag Machine didn't fit him anyway). To support the new alliance, Gonzap will give you both the Snag Machine and Gonzap's Key, which opens the locked chest near the smaller entrance on the first floor. His henchmen will be a lot ncer to you now, but the ones you haven't fought will still want to battle.

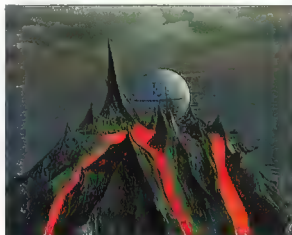


Team Snagem's leader, Gonzap, isn't such a bad guy after all. Later, you'll find that he can be a great ally in your struggle to take down Cipher.

Citadark Isle

A fortress that repels all with cruel waves and thick clouds.

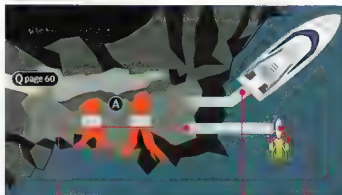
Shrouded in mist and protected by unusually violent waves, Citadark Isle hasn't seen a visitor in years... or so it was thought. But Greevil and his Cipher cronies found a way of reaching Citadark Isle long ago, and have constructed a vast high-tech facility to harness the power of the volcano. The facility's exact purpose remains a mystery to all but the Cipher elite.



Citadark Isle



MAX ELIXIR



Golduck L-33+

TYPE: WTR

NAVIGATOR ABSON



Sableye L-33+

TYPE: DRG, GHD

NAVIGATOR ABSON

TO GATEON PORT

BATTLE CD 31 The sailor near the yacht is impressed with your ride. If you tell him you'll let him drive it sometime, he'll give you a Battle CD.

1 BATTLE TO THE ELEVATOR

The outside elevator is locked, so you'll have to head into the compound and move counterclockwise through the room to reach the internal elevator. There are several tough Trainers on the way, and Lovrina is waiting for a rematch by the elevator.

Boss Battle: Cipher Admin Lovrina

RECOMMENDED MOVE TYPES: SHADOW, FIRE, BUG, ICE

If you have any Bug-type attacks available, use them—they'll be great for getting past Gardevoir and Roselia. An Electric-type Pokémon can blast Gorebyss and soften up both Farfetch'd and Altaria. Use low-powered attacks, though, so you don't risk knocking out the Shadow Pokémon!

Gardevoir L-36 PSY

Gorebyss L-36 WTR

Roselia L-37 GRG-PSN

Farfetch'd L-36+

TYPE: NRM FLY

CIPHER ADMIN LOVRINA

Altaria L-36+

TYPE: DRG-FLY

CIPHER ADMIN LOVRINA



Citadark Isle: Basement

FULL RESTORE (x2)

HYPER POTION (x3)

ULTRA BALL (x5)

B page 57

Cipher researchers are hard at work creating a massive wave pool to keep ships away from Citadark Isle. That explains the famously violent waves that have kept this base a secret all this time. Good thing you had the Robo Kyogre to brave the rough seas.



Kangaskhan L-35+

TYPE: NRM

CIPHER PEON LITNAR



Banette L-37+

TYPE: GHO

CIPHER PEON LITNAR

WHITE HERB (x2)

REVIVE (x2)

Citadark Isle: Volcano Interior



Magma L-36+

TYPE: FIRE

CIPHER PEON GRUPEL



Pinsir L-35+

TYPE: BUG

CIPHER PEON GRUPEL

Citadark Isle: PC Room

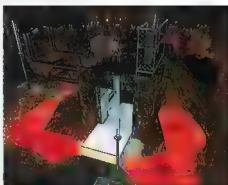


Citadark Isle: Lifts Room



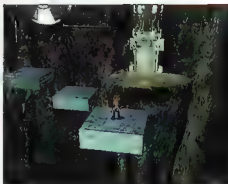
2 GETTING ACROSS THE LAVA

The elevator in the basement leads deep into the heart of the volcano, where rivers of lava are blocking the path to both the exit and a pair of treasure chests. To proceed, push each of the four large white boxes into the lava, where they'll block the flow. When the last white box falls into place to form a bridge, a Cipher Peon with a pair of Shadow Pokémon will appear and challenge you.



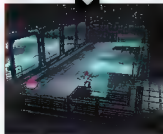
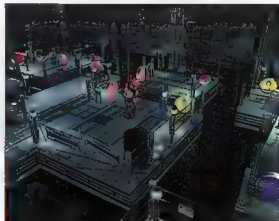
3 RIDE THE MOVING PLATFORMS

Battle your way through the volcano interior, picking up a few items and two Shadow Pokémon. Once you reach the cavern, you'll see moving platforms to either side of you. The one on the right leads to an item, while the one on the left will take you to a ground-floor path that leads to the next elevator and passes a box with three (!) Rare Candies.



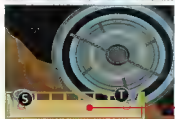
4 USE THE CRANES THEN DROP

Cipher must have hired Dr. Kamikaze to design this floor, because it uses the same principles as the crane room in his lab. Ride the cranes to the elevator marked M, grabbing the Timer Balls along the way. You can't get to the Max Revive or Revives with the cranes, but you can drop them from the pits on the level above (labeled on the maps).



Drop through the upper-right hole on the left side of the dividing wall to reach the chest that contains the Max Revive, and take the orange crane to get back out. Drop through the last hole before the elevator to reach the Revives and the light-blue crane.

CITADARK ISLE: POSTER, POKÉMON, & FANTASY



7 REMATCH WITH CIPHER ADMIN GORIGAN

After defeating Ardos you, can head inside the round building to confront Greevil... from the other side of a wall of glass, that is. Use the PC and the Healing Machine, then head back out and try to leave the area. When you do, Gorigan will appear for a rematch. If you beat him, you'll be able to take the elevator on the small catwalk to get into the round building.



Sub-Boss Battle: Cipher Admin Gorigan

RECOMMENDED MOVE TYPES: FLYING, SHADOW, FIGHTING, GRASS

Gorigan is back with a vengeance, and so is his Earthquake-Protect combo. It's not just Aggron—every one of his four non-Shadow Pokémon can use both moves. Your Pokémon are probably better at surviving Earthquakes than they were during your first Gorigan match, but it's still a major threat, especially when his Shadow Pokémon are on the field. Spread out your attacks so Protect can't negate them. Flying-types are great here.

Slowking L-42 WTR PSY

Ursaring L-43 NRM

Aggron L-43 STL-RCK

Walrein L-44 ICE WTR



Poliwrath L-42+

TYPE: WTR-FTG

CIPHER ADMIN GORIGAN



Mr. Mime L-42+

TYPE: PSY

CIPHER ADMIN GORIGAN

9 Boss Battle:

???

RECOMMENDED MOVE TYPES: ANY THAT CAN CAUSE A STATUS CONDITION

This boss has a total of four Shadow Pokémon, including an incredibly potent Level-50 Salamence. Many of the Shadow Pokémon (including Salamence) use a move called Shadow End that does a ton of damage to a single target, then costs the user half of its HP. Dealing with two Shadow End-equipped Pokémon simultaneously would be a disaster, so afflict one of the regular Pokémon that the boss sends out with Paralyze or Sleep to keep it in the battle for the duration. That way you'll have to deal with only one of the Shadow Pokémon at a time.

When you're capturing four Shadow Pokémon in a row, a single critical hit that KO's a Shadow Pokémon can be a disaster. To soft-then them up for capture, rely on status conditions and safe moves like Seismic Toss that never score critical hits.

Ninjask L-45 Bug-FLY

Flygon L-45 GRD-DRG



Manectric L-44+

TYPE: E.C

CIPHER ADMIN ELDES



Salamence L-50+

TYPE: DRG-FLY

CIPHER ADMIN ELDES



Marowak L-44+

TYPE: GRD

CIPHER ADMIN ELDES



Lapras L-44+

TYPE: WTR-ICE

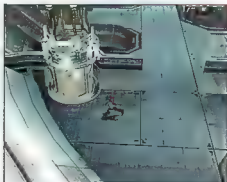
CIPHER ADMIN ELDES



9 CHASE GREEVIL UP THE ELEVATOR

After you've defeated Eldes, return to the Healing Machine. You may also want to take your best recovery items from the PC and juggle your Pokémon roster (for example, that new Salamence could come in handy in the final battle).

When you're ready, take the elevator at the other end of the room to pursue Grand Master Greevil and his powerful XD001 Shadow Pokémon.

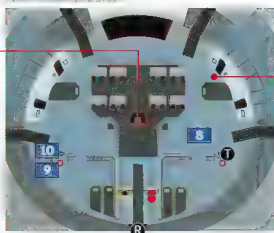




BATTLE CD 46

After defeating Greevil and loading your saved game, return to this room and find a Battle CD on the chair.

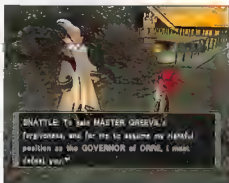
Once you have defeated Snattle, this elevator will be unlocked and you can use it to return to the dock at the beginning of Citadark Isle.



MAX REVIVE

5 DEFEAT SNATTLE TO UNLOCK THE ELEVATOR

Head up when you see off the elevator from the upper level of the crane room. Snattle is waiting for it coming to the dock. But, you won't see him coming before he strikes. If you can defeat him, you'll be able to use the elevator he arrived on to return directly to the docks, where you can ride your Posh Pysgog back to the main and for supplies, but I caution you to be careful of any other pressing business.



Boss Battle: CIPHER Admin Snattle

RECOMMENDED MOVE TYPES: SHADOW, FIRE, DARK, GRASS

If you approach with Grass- and Fire-type Pokémon in your top spots, you can take out Snattle's first three Pokémon within a turn or two. When his Shadow Pokémon hit the field, use Dark-type attacks to drop them into Snagging range, but be very careful to use only weak attacks from low-level Pokémon so you don't get an accidental knockout.



6 Boss Battle: ???

RECOMMENDED MOVE TYPES: SHADOW, DARK, FIRE, ICE, WATER

Catching three Shadow Pokémon in a single battle is hard enough, but matters are further complicated by the Shadow Half note that this boss's Pokémon know. This move cuts every enemy HP by half, including the user's. A Pokémon can't KO itself with it, but if you hit a Shadow Pokémon with a damaging move after it uses Shadow Half, it could end up KO'ed. To avoid this, use extremely high-Agility Pokémon so you can strike first, or master the Quick Attack. Alternatively, you could avoid targeting the Shadow Pokémon with damage-dealing moves and let them damage themselves into Snagging range.



10 FACE THE XD001

When you catch him, Greevil will call in his secret weapon, the XD001. If you still have your Master Ball, now is the time to use it! It is absurdly difficult to snag the XD001 without one.

The XD001's stunning resilience can make it a great asset against Greevil, so if you plan to snag it, you may want to free up a slot on your roster so you can add it to your party directly. You will not be able to visit a PC before your final battle with Greevil.



XD001: Shadow Lugia

Lugia is a legendary Pokémon that has been tainted by Cipher to be the ultimate Shadow Pokémon. All four of its move slots are occupied with Shadow moves (Shadow Blast, Shadow Shed, Shadow Down and Shadow Storm), and Lugia has amazing stats on both offense and defense. Shadow Lugia will definitely be a powerful asset in the Colosseums that allow legendary Pokémon.



Project XD001 supposedly transformed Lugia into a Shadow Pokémon that can never be purified. But surely there must be some way to open its heart... perhaps Professor Krane has a hint?

Final Boss Battle: Grand Master Greevil

RECOMMENDED MOVE TYPES: SHADOW, ELECTRIC, ANY THAT CAN CAUSE STATUS CONDITIONS

All six of Greevil's Pokémon are Shadow Pokémon, and although none are as difficult to snag as Lugia was, the Legendary birds will not go quietly. As in the battle with Eldes, your best Pokémon are any that can inflict Sleep or Paralyze on its opponents. Not only will these status conditions make the targets much easier to snag, but they will also allow you to immobilize one of Greevil's two Pokémon. Even Pokémon of comparable levels to Greevil's are not likely to last more than a turn if both of Greevil's Pokémon team up against them.

Of course, there is one type that is quite strong against Greevil's Pokémon: Shadow. Since Shadow is heavily resistant to Shadow, you may want to bring a strong Shadow Pokémon like Lugia to absorb damage as you revive Pokémon on your bench or heal one continuously on the field.



Paralyze and Sleep conditions will give you some breathing room as you whittle away at your targets' health. Status conditions will also make them easier to snag.



If things go badly, you can always bring out a Shadow Pokémon or two to stall while you use recovery items to restore your troops. Their Shadow attacks are a fairly safe way to get in a few points of damage without KO'ing the target.

Life after Cipher

Your quest is (mostly) complete, but more challenges await.

If you load your save file after defeating Greevil, you'll find yourself back in the Pokémon HQ Lab. Cipher's presence has been wiped from Orre, but there is still so much to do: Shadow Pokémon to purify, Colosseums to challenge, Battle CDs to find and one last Shadow Pokémon to Snag. You can also return to Citadark Isle to Snag any of Greevil's Pokémon you missed or to see the ending again.

BATTLE EAGUN AND OPEN ORRE

After speaking with the gang in the Pokémon HQ Lab, you'll discover that Myth Trainer Eagun has come to pay you a visit. He's eager for battle, and he's not pulling any punches this time.

If you defeat him, he will add Orre Colosseum to your Field Map. This is the last and most difficult of the Colosseums, recommended for only the strongest of Pokémon Trainers.



Event Battle:

Myth Trainer Eagun

RECOMMENDED MOVE TYPES: GROUND, GRASS, DRAGON

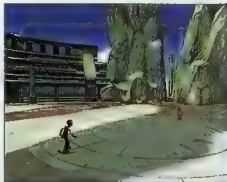
Myth Trainer Eagun loves Pikachu evolutions, but the lack of variety in his party will give you the advantage. A single high-level Ground-type Pokémon with Earthquake can clear this fight, but if you don't have one, Grass-type and non-Flying Dragon-type Pokémon will work too. Lugia and the Legendary birds should sit this one out.

Pichu	L-45	ELC
Pichu	L-45	ELC
Pikachu	L-50	ELC
Pikachu	L-50	ELC
Raichu	L-55	ELC
Raichu	L-55	ELC

Orre Colosseum is now open


Orre Colosseum is ready for you, but are you ready for it? The rules are strict: no Shadow Pokémon, no prohibited Pokémon (the lady at the entrance has a list) and no incomplete parties, duplicate Pokémon or duplicate held items. You cannot Call your Pokémon or use items in battle.

The Pokémon you will face here are all Level 60 or, if your Pokémon are higher, equal to the highest-level Pokémon in your party. All the battles are four-on-four, and many of the Trainers here use complicated combos to devastate your roster. This is the game's ultimate challenge.



THE STOLEN SHADOW POKÉMON

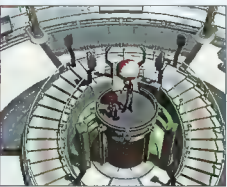
Have you Snagged all 82 Shadow Pokémon so far? If not, pick them up when you can, either from Mirror B Colosseum battles or by battling their Trainers again (certain Trainers, like Greevil, can be challenged repeatedly). When you have all 82, go to Gateon City, where your Mirror Radar will ping. Mirror B is atop the lighthouse with #83.




Event Battle: Wanderer Mirror B.

RECOMMENDED MOVE TYPES: SHADOW, FLYING, BUG

Mirror B. loves Ludicolo, and you'll have to beat five of them before the missing Dragonite finally appears. Your many new Shadow Pokémon, especially the Flying types, will come in handy against the Ludicolo barrage. If you've already purified your Shadow Pokémon, try using regular Pokémon with Flying, Bug- or Poison-type moves.



Ludicolo	L-57	WTR	GRS
Ludicolo	L-57	WTR	GRS
Ludicolo	L-57	WTR	GRS
Ludicolo	L-57	WTR	GRS
Ludicolo	L-57	WTR	GRS



Dragonite L-55+
TYPE: DRG FLY
WANDERER MIRROR B.

RETURN THE POKÉMON VOICES

LUCKY EGG After clearing the first round of Orre Colosseum, Baluh will send you an e-mail. Pokémon in Agate Village have begun to lose their voices due to one of Dr. Kaminko's terrible inventions. Talk to the five Pokémon in Agate Village, then visit Dr. Kaminko to receive the first Voice Case. Use it to restore speech to the first of many Pokémon.



As the quest proceeds, the problem spreads to the Shroomish in Pyrite Town, four Pokémon in Gateon Port and the four Pokémon in Phenac City. Only after all 12 other affected Pokémon are saved can you return to the Wobuffet in Agate Village and restore its voice.

FIND THE REMAINING BATTLE CDS

To find all the Battle CDs, retrace your steps through the entire game, looking for flashing objects, talking to everyone (including Pokémon) and scouring bookcases. Remember that although you can find most of the CDs in the field, some you can obtain only by purchasing them at Realgam Tower after completing other Battle CDs.



Return to areas like Cipher Key Lair and Citadark Isle to grab Battle CDs that were not available your first time through the game. There are Battle CDs in almost every game area.



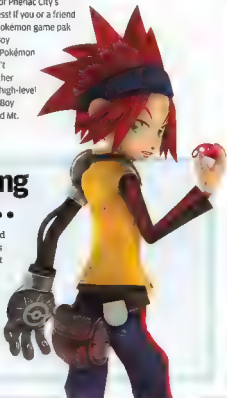
Many Battle CDs have wound up in the hands of Pokémon who enjoy their shininess, while others have been carelessly shelled in bookcases throughout Orre.

THE TRADE CENTER IS NOW OPEN IN PHENAC CITY'S POKÉMON CENTER

The Trade Center in the basement of Phenac City's Pokémon Center is open for business if you or a friend have a Game Boy Advance with a Pokémon game pak and a Nintendo GameCube Game Boy Advance cable, you can now trade Pokémon between your two games. (You can't swap Shadow Pokémon, but any other Pokémon is fair game.) With a few high-level Pokémon from a completed Game Boy Advance game, Orre Colosseum and Mt. Battle could be a whole lot easier.

Continue playing after victory....

The world of Orre is wide open to you, and you can still do all the optional side quests you passed up the first time through. That includes catching wild Pokémon at the Poké Spots, Snagging and purifying all 83 Shadow Pokémon, finding all 50 Battle CDs, playing Battle Bingo and Battle Sims, clearing each of the three Colosseums and triumphing over all 100 battles in Mt. Battle! The adventure isn't over until you want it to be.



Extra Challenges

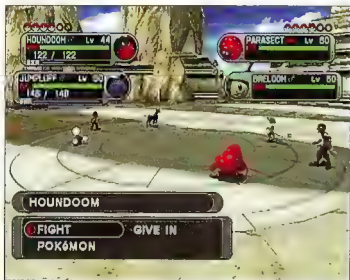
Colosseums, Mt. Battle and minigames



Colosseum battles

Prove your mettle against the finest Trainers in Orre.

Whether you attempt them as soon as they open, or wait until the end of the game, there's always a challenge to be found at one of Orre's Colosseums. To claim victory, you'll need to win four battles in a row against experienced Trainers with diverse rosters (your Pokémon will be healed between battles). Every Colosseum features at least four rounds of battle, with different Trainers to face and prizes to win each round.



Colosseums are a great place not only to win prize money and items, but also to gain experience points. Even after winning all the prizes, you can enter a Colosseum battle whenever you have a fresh batch of Pokémon you want to train or purify.

Reading the battle data

Each Colosseum has four or more rounds of four battles each. The first time you enter you'll face round-one Trainers; the second time you'll face round-two Trainers, and so on. Note that the Trainers will vary the order of the Pokémon they play from their rosters.

The Pokémon's name, gender and type.

The Pokémon's level (all Pokémon's levels are the same within a Colosseum). In Orre Colosseum, the Pokémon's Ability will be listed here as well.



Pichu ♂ TYPE: ELC
LEVEL: 20
ABILITY: STATIC
SWEET KISS (HOLD) ELEC. JUMP (HOLD)

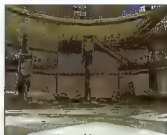
The Pokémon's battle move and their types. Physical attacks appear in black, and special attacks appear in green.

The Pokémon's ability in Orre Colosseum, the Pokémon's held item will be listed here instead.

Orre's three Colosseums

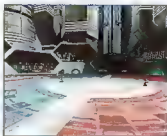
Each of the three Colosseums will open after you reach a certain milestone in Story mode. Once open, a Colosseum will remain open indefinitely. Note that Wanderer Mirror B. often participates in Colosseum battles, and your Mirror Radar tells you he's in town, you'll find that he has taken the place of one of the round's normal Trainers.

Pyrite Colosseum



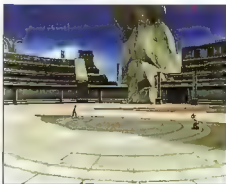
To reach Pyrite Town, you must collect the Data ROM from Cipher Admin Lovrina in the Cipher Lab and take it to the Pokémon HQ Lab. Find Aidan, who will send you to Pyrite Town to visit Nett. You can enter Pyrite Colosseum any time after your first visit.

Realgam Colosseum



When you first visit Realgam Tower, you'll find the Colosseum closed. Upon reaching Snagem Hideout for the first time, you will receive an e-mail invitation from Trest, the Phenac City mayor. He will inform you that Realgam Colosseum is open and ready for challengers.

Orre Colosseum



To unlock Orre Colosseum, you must first defeat Cipher at its Citadark Isle headquarters. Save your game after the ending and reload it. You'll be back in the Pokémon HQ Lab, where Myth Trainer Eagun is waiting for a battle. After you defeat him, he'll add Orre Colosseum to your Field Map.

The Mt. Battle challenge

Mt. Battle is not like the other Colosseums. It consists of 10 progressively harder areas with 10 Trainers each, for a total of 100 battles. At any time you can leave Mt. Battle and resume from the start of the highest area you've reached. The first area of Mt. Battle is easier than Pyrite Colosseum, but the last is even tougher than Orre Colosseum!

Pyrite Colosseum

Cut your teeth at the lowest-level Colosseum in Orre.

Even if your Pokémon's levels are still in the teens, this Colosseum should be within your grasp. None of your opponents have more than four Pokémon, so a full roster of six will leave your opponents seriously outnumbered. Don't worry if you don't have all the Pokémon types we suggest—when in doubt, just replace whatever you're missing with a Shadow Pokémon.



Rules and Regulations

- The battles are held in knockout style. You must beat four Trainers in a row to win. Pokémon will be healed between rounds.
- No restrictions on Pokémon (Shadow Pokémon allowed).
- No restrictions on held items.
- Opponents' Pokémon will be at Level 20.

Round 1: Pyrite Colosseum—Recommended Attack & Pokémon Types

Fighting-type Pokémon are exceptional throughout Pyrite Colosseum, and Round 1 is no exception. Since even the Psychic-types have no Psychic-type moves, all a Fighting-type like Makuhita has to fear is Tailow's Wing Attack. A Ground-type Pokémon will be quite useful against the four Electric-type Pokémon, but in Battle 2 it will be vulnerable to both Chikorita and Totodile.

GROUND

Both your first and last opponents have a pair of Electric-types. Even if your best Ground-type doesn't have any Ground-type attacks, its immunity to Electric-type attacks will be useful.

FIGHTING

There are only three Normal-types in Round 1, but Fighting-type moves will be excellent against all of them, as well as Dark-type Poochyena.

DARK

Dark-type attacks are effective against both Psychic-types and Ghost-type Duskull. Many non-Dark-type Pokémon know Bite, but a pure Dark-type will do even better.

ELECTRIC

An Electric-type Pokémon makes a safe frontline choice, since it's resistant to the other Electric-types and none of the Trainers use damaging Ground-type attacks.

NORMAL

When in doubt, fill out your roster with Normal-type Pokémon that have an interesting variety of attacks. They have no real vulnerabilities in this round.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FIGHTING	—	ROCK	—
FIRE	1	POISON	—	GHOST	1
WATER	1	GROUND	—	DRAGON	—
ELECTRIC	4	FLYING	1	DARK	1
GRASS	1	PSYCHIC	2	STEEL	—
ICE	1	BUG	—		

Round 2: Pyrite Colosseum—Recommended Attack & Pokémon Types

There are fewer total Pokémon in Round 2, but a more complicated combination of types will make it a little harder to plan your strategy. Fighting-types remain strong, but Electric-type Pokémon will be less useful because all of this round's Water-type foes are dual-types that resist Electric-type attacks. Bug-types are a better frontline choice since they have fewer weaknesses here.

BUG

Meditite's type combination negates the power of Dark-type Pokémon, so Bug-types are a better choice against the Psychic-types here.

GROUND

Ground-types are great against Mareep, Magnemite and Pichu. But beware of the Grass-types in Battle 3.

FIGHTING

There are a few Psychic-types here that will give a fighter fits, as well as a Flying-type. But Fighting is still strong against the three Normal-types in this round.

GRASS

Grass doesn't have a lot of offensive power here (except against Wooper), but Grass-types are strong defenders against Electric- and Water-type Pokémon.

FLYING

Mareep and Pichu make life dangerous for Flying-types in the first two battles, but flyers are great in Battle 3 against the Grass-types, and in Battle 4 against the Fighting-types.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FIGHTING	2	ROCK	—
FIRE	—	POISON	—	GHOST	—
WATER	2	GROUND	1	DRAGON	—
ELECTRIC	3	FLYING	1	DARK	—
GRASS	2	PSYCHIC	2	STEEL	—
ICE	1	BUG	1		

Round 3: Pyrite Colosseum—Recommended Attack & Pokémon Types

A Fighting-type and a Flying-type will make ideal starters in this round. Fully half of your opponents' Pokémon are Normal-types, so the strength of Fighting-types is obvious. Fly ng-types are good against a few particularly pesky opponents, like life-draining Roselia and H imonotop. Spomk is the biggest threat in later battles, so focus your attacks on eliminating it before it can use Psywave against your Fighting-type.

FIGHTING

With all these Normal-type Pokémon, a Fighting-type attacker in your opening lineup will have no shortage of targets. It's even good against Rock-type Rhyhorn.

GRASS

Two of the more-difficult Pokémon here are Ground-types Trapinch and Rhyhorn. A Grass-type Pokémon will also be effective against Water-and-Flying-type Wingull.

FLYING

A Flying-type Pokémon with a Flying-type attack will give you some game against three of the toughest Pokémon in this round: Roselia, Trapinch and H imonotop.

WATER

If you don't have a viable Grass-type, a Water-type will make a good backup for Rhyhorn and Trapinch. Just watch out for Roselia!

GHOST

A Ghost- or half-Ghost dual-type Pokémon with non-Ghost-type attacks will be immune to a lot of what your opponents throw at you here.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	1
FIRE	—	POISON	1	GHOST	—
WATER	1	GROUND	2	DRAGON	—
ELECTRIC	—	FLYING	1	DARK	—
GRASS	1	PSYCHIC	1	STEEL	—
ICE	—	BUG	—		

Round 4: Pyrite Colosseum—Recommended Attack & Pokémon Types

Even though Round 4 has the most total Pokémon, the lack of variety in types gives you a great opportunity for a quick win. Between the four Flying-types and the four Water-types, Electric-type Pokémon will rarely run out of targets. As usual in this Colosseum, Fighting-type Pokémon have plenty of targets. You can devote the rest of your roster solely to dealing with the odd Pokémon out: Torchic, Gulpin, Bagon and Larvitar.

ELECTRIC

Your opponents' rosters are heavy on Water-type Pokémon and Flying-type Pokémon, so anyone who can use Electric-type attacks will be amazing here.

FIGHTING

Fighting-type attacks are strong against Normal-type Pokémon, but don't forget that they're effective against the rarer Ice- and Rock-type Pokémon, too.

ICE

Ice-type attacks are literally the only thing that is good against purely Dragon-type Bagon. They will also come in handy against Larvitar.

WATER

Because Electric- and Grass-type Pokémon are total no-shows, Water-types have little to fear. Their Water-type attacks will be good against Torchic and Larvitar, too.

GROUND

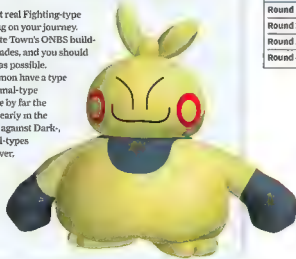
While Ground-type Pokémon are most often used to evade Electric-type attacks, their Ground-type attacks can be quite useful too. Gulpin and Torchic are good targets in this battle.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	—	ROCK	2
FIRE	1	POISON	1	GHOST	—
WATER	4	GROUND	1	DRAGON	1
ELECTRIC	—	FLYING	4	DARK	1
GRASS	—	PSYCHIC	1	STEEL	—
ICE	1	BUG	—		

Pyrite MVP: Makuhita

Makuhita is the first real Fighting-type Pokémon you'll Snag on your Journey. You'll find it in Pyrite Town's ONBS building after Cipher invades, and you should purify it as quickly as possible. Fighting-type Pokémon have a type advantage over Normal-type Pokémon, which are by far the most common type early in the game. They're good against Dark-, Rock-, Ice- and Steel-types too. They are, however, quite vulnerable to Psychic- and Flying-type attacks.



Pyrite Colosseum Prizes

Round	First visit	Subsequent visits
Round 1	TM 31 (Brick Break) and 3,040 Poké Dollars	3,040 Poké Dollars
Round 2	TM 12 (Taunt) and 3,040 Poké Dollars	3,040 Poké Dollars
Round 3	TM 41 (Torment) and 2,880 Poké Dollars	2,880 Poké Dollars
Round 4	TM 05 (Roar) and 2,880 Poké Dollars	2,880 Poké Dollars

Trainers and Pokémon

Pyrite Colosseum: Round 1

Battle 1: Chaser Resila



Pichu	♂	TYPE: ELC
LEVEL: 20		
ABILITY: STATIC		
SHOCK WAVE	ELC	CHARM
SWEET KISS	NRM	TAIL WHIP



Teddiursa	♀	TYPE: NRM
LEVEL: 20		
ABILITY: PICKUP		
FURY SWEEP	NRM	LICK
METAL CLAW	PSY	FAKE TEARS



Pichu	♂	TYPE: ELC
LEVEL: 20		
ABILITY: STATIC		
SHOCK WAVE	ELC	PRESENT
THUNDER WAVE	ELC	LIGHT SCREEN



Smoochium	♀	TYPE: PSY
LEVEL: 20		
ABILITY: OBLIVIOUS		
POUND	NRM	ATTRACT
POWDER SNOW	ICE	SWEET KISS

Battle 2: Sailor Monar



Chikorita	♀	TYPE: GRG
LEVEL: 20		
ABILITY: OVERGROW		
POISONPOWDER	PSN	RAZOR LEAF
HEAL BELL	GRG	ATTRACT



Totodile	♂	TYPE: WTR
LEVEL: 20		
ABILITY: TORRENT		
BIT	GRG	MUD SPORT
WATER PULSE	WTR	LEER



Cyndaquil	♀	TYPE: FIRE
LEVEL: 20		
ABILITY: BLAZE		
FLAME WHEEL	NRM	SMOKE SCREEN
EMBER	FIRE	LEER

Semifinal: Chaser Rafert



Poochyena	♀	TYPE: DRK
LEVEL: 20		
ABILITY: RUN AWAY		
COVERT	NRM	SAND-ATTACK
PURSE FANG	PSN	GUST



Ralts	♀	TYPE: PSY
LEVEL: 20		
ABILITY: SYNCHRONIZE		
WILD-O-WEEP	FIRE	MEAN LOOK
ATTRACT	NRM	DESTINY BOND



Taillow	♀	TYPE: NRM-FLY
LEVEL: 20		
ABILITY: GUARDS		
DOUBLE TEAM	NRM	ATTRACT
WING ATTACK	FLY	SUPERSONIC



Duskull	♂	TYPE: GHO
LEVEL: 20		
ABILITY: LEVITATE		
ASTORISH	GHO	DISABLE
PAW SPLIT	NRM	CONFUSE RAY

Final: Chaser Juxex



Plusle	♂	TYPE: ELC
LEVEL: 20		
ABILITY: PLUS		
SHOCK WAVE	ELC	QUICK ATTACK
HELPING HAND	NRM	THUNDER WAVE



Minun	♀	TYPE: ELC
LEVEL: 20		
ABILITY: MINUS		
SPARK	ELC	METRONOME
HELPING HAND	NRM	ATTRACT



Snubbull	♀	TYPE: NRM
LEVEL: 20		
ABILITY: INTIMIDATE		
WATER PULSE	WTR	COUNTER
SHRELLINGSAT	NRM	LICK

Trainers and Pokémon

Pyrite Colosseum: Round 2

Battle 1: Hunter Haxer



Ledyba ♀ TYPE: BUG-FLY
LEVEL: 20
ABILITY: SWARM
LIGHT SCREEN PSY SILVER WIND BUG
REFLECT PST SWIFT NRM



Wooper ♀ TYPE: WTR-GRD
LEVEL: 20
ABILITY: WATER ABSORB
ANCIENT POWER RCK MUD SLAP GRD
SAFEGUARD NRM WATER GUN WTR



Mareep ♀ TYPE: ELC
LEVEL: 20
ABILITY: STATIC
LIGHT SCREEN PSY THUNDERSHOCK ELC
REFLECT PST FACADE NRM

Battle 2: Chaser Mestil



Pichu ♀ TYPE: ELC
LEVEL: 20
ABILITY: STATIC
SWEET KISS NRM THUNDERSHOCK ELC
THUNDER WAVE ELC CHARM NRM



Smoochum ♀ TYPE: ICE-PSY
LEVEL: 20
ABILITY: OBLIVIOUS
LICK GRD SWEET KISS NRM
ATTRACT NRM ICE PUNCH ICE



Cleffa ♀ TYPE: NRM
LEVEL: 20
ABILITY: CUTE CHARM
SWEET KISS NRM METEORSHOCK NRM
POUND NRM CHARM NRM



Togepi ♀ TYPE: NRM
LEVEL: 20
ABILITY: SERENE GRACE
SWEET KISS NRM METEORSHOCK NRM
PECK FLY CHARM NRM

Semifinal: Chaser Novil



Seedot ♂ TYPE: GRG
LEVEL: 20
ABILITY: CHLOROPHYLL
SLURP DAY FIRE SYNTHESIS GRG
LEECH SEED GRG HARVEST NRM



Castform ♂ TYPE: NRM
LEVEL: 20
ABILITY: FORECAST
POWDER SNOW ICE EMBER FIRE
WATER GUN WTR SWIFT NRM



Lotad ♂ TYPE: WTR-GRG
LEVEL: 20
ABILITY: SWIFT SWIM
RA IN CHARGE WTR ASTONISH GRG
RAZOR LEAF GRG WIST ICE

Finals: Researcher Grill



Makuhita ♂ TYPE: FTG
LEVEL: 20
ABILITY: THICK FAT
VITAL THROW FGC TACKLE NRM
SAND-ATTACK GRD TAKE OUT NRM



Meditite ♂ TYPE: FTG-PSY
LEVEL: 20
ABILITY: PURE POWER
DEBRUTE PSY CONFUSION PSY
FAKE OUT NRM CODE NRM



Magnumite TYPE: ELC-STL
LEVEL: 20
ABILITY: STURDY
SON-BOOM NRM SUPERSONIC NRM
THUNDERSHOCK ELC METAL SOUND STL

Trainers and Pokémon

Pyrite Colosseum: Round 3

Battle 1: Hunter Nostal



Wingull ♂	TYPE: WTR-FLY
LEVEL: 20	
ABILITY: KEEN EYE	
WING ATTACK	FLY
SHOCK WAVE	ELC
	WATER PULSE
	WTR. TURTLE
	DRG



Roselia ♀	TYPE: GRD-PSY
LEVEL: 20	
ABILITY: NATURAL CURSE	
MAGA DREAM	GRS
SWEET SCENT	NRM
STUN SPORE	GRS
	GROWTH
	NRM



Rhyhorn ♂	TYPE: GRD-RCK
LEVEL: 20	
ABILITY: LIGHTNING ROD	
THUNDER	ELC
FIRE BLAST	FIRE
	BLIZZARD
	PROTECT
	NRM

Battle 2: Chaser Ostix



Sentret ♀	TYPE: NRM
LEVEL: 20	
ABILITY: KEEN EYE	
ASSIST	NRM
THIEF	ELC
	HELPING HAND
	NRM
	PROTECT
	NRM



Smeargle ♂	TYPE: NRM
LEVEL: 20	
ABILITY: OWN TEMPO	
THRASH	NRM
FLAIL	NRM
	FOLLOW ME
	NRM
	WEIGH IN
	NRM



Skitty ♀	TYPE: NRM
LEVEL: 20	
ABILITY: CUTE CHARM	
ASSIST	NRM
COVERT	NRM
	HELPING HAND
	NRM
	ENCORE
	NRM

Semifinal: Chaser Tarbil



Trapinch ♀	TYPE: GRD
LEVEL: 20	
ABILITY: ARENA TRAP	
QUICK ATTACK	NRM
BIG	GRD
	SHUGGER
	NRM
	WHITE
	DRK



Spinda ♂	TYPE: NRM
LEVEL: 20	
ABILITY: OWN TEMPO	
PSYCH UP	NRM
PSYCH UP	NRM
	LETTER DANCE
	NRM
	DRICK BREAK
	PRG



Spoink ♀	TYPE: PSY
LEVEL: 20	
ABILITY: OWN TEMPO	
PSYCH UP	NRM
SHUGGER	NRM
	BOUNCE
	FLY
	PSYCHIC
	PSY

Final: Sailor Tebu



Snubbull ♀	TYPE: NRM
LEVEL: 20	
ABILITY: INTIMIDATE	
ROAR	NRM
BITE	DRK
	THIEF
	ATTRACT
	NRM



Hitmontop ♂	TYPE: FTG
LEVEL: 20	
ABILITY: INTIMIDATE	
ROCK SMASH	FTG
BRICK BREAK	NRM
	MOND READER
	NRM



Standler ♂	TYPE: FTG
LEVEL: 20	
ABILITY: INTIMIDATE	
SPITE	GRD
ASTONISH	GRD
	SAND ATTACK
	GRD
	NRM

Trainers and Pokémon

Pyrite Colosseum: Round 4

Battle 1: Chaser Sellis



Tallow ♀ TYPE: NRM-FLY
LEVEL: 20
ABILITY: GUTS
MUD-SLAP GRD | REST NRM
PECK FLY | SANDSEED NRM



Natu ♂ TYPE: PSY-FLY
LEVEL: 20
ABILITY: SYNCHRONIZE
THUNDER WAVE ELC | Z-TOOT SIGHT PSY
SWIFT NRM | FEATHERDANCE FLY



Torchic ♂ TYPE: FIRE
LEVEL: 20
ABILITY: BLAZE
SEISMIC TOSS FIE | GROWL NRM
Z-RO SPIN FIE | SLANT DART FIE



Swablu ♀ TYPE: NRM-FLY
LEVEL: 20
ABILITY: NATURAL CURE
SING NRM | FURY ATTACK NRM
ASTONISH GRD | DOUBLE TEAM NRM

Battle 2: Sailor Mifis



Jigglypuff ♀ TYPE: NRM
LEVEL: 20
ABILITY: CUTE CHARM
DEFENSE CUR. NRM
ROLLOUT RCK



Maril ♀ TYPE: WTR
LEVEL: 20
ABILITY: FLUDGE PUMPKIN
DEFENSE CUR. NRM
ROLLOUT RCK



Spheal ♂ TYPE: WTR-ICE
LEVEL: 20
ABILITY: THICK FAT
DEFENSE CUR. NRM | ROLLOUT RCK
ICE BALL ICE

Semifinal: Hunter Tiruk



Gulpin ♀ TYPE: PSN
LEVEL: 20
ABILITY: LIQUID Ooze
GULLET SEED GSS
POISON GAS PSN



Doduo ♀ TYPE: NRM-FLY
LEVEL: 20
ABILITY: EARLY BIRD
FURY ATTACK NRM
SUPERSONIC NRM



Alpoin ♀ TYPE: NRM
LEVEL: 20
ABILITY: RUN AWAY
DOUBLESLAP NRM | SCREECH NRM
FURY SWIPES NRM



Corsola ♀ TYPE: WTR-RCK
LEVEL: 20
ABILITY: HUSTLE
SCULL SPEAR ICE | LIGHT SCREEN PSY
SPIKE WHIRL NRM

Final: Researcher Foss



Bagon ♂ TYPE: DRG
LEVEL: 20
ABILITY: ROCK HEAD
RAKE NRM | TWISTER DRG
BITE DRG | LEER NRM



Larvitar ♂ TYPE: RCK-GRD
LEVEL: 20
ABILITY: GUTS
SANDSORM RCK | BITE DRG
CURSE F | ROCK SMASH PRG



Carvanha ♂ TYPE: WTR-DRK
LEVEL: 20
ABILITY: ROUGH SKIN
BITE DRG | FOCUS ENERGY NRM
SCARY FACE NRM | RAGE NRM

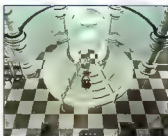


Snubbull ♂ TYPE: NRM
LEVEL: 20
ABILITY: INTIMIDATE
BITE DRG | SCARY FACE NRM
LICK GRD | BULK UP PRG

Realgam Colosseum

The competition heats up in Orre's second colosseum.

The challenge level increases dramatically at Realgam Colosseum, where you'll be facing Trainers with teams of four or five Pokémon, all at Level 40. These Trainers are better at mixing up their rosters and a few will even use multi-Pokémon combos.



Rules and Regulations

- The battles are held in knockout style. You must beat four Trainers in a row to win. Pokémon will be healed between rounds.
- No restrictions on Pokémon (Shadow Pokémon allowed).
- No restrictions on held items.
- Opponents' Pokémon will be at Level 40.

Round 1: Realgam Colosseum-Recommended Attack & Pokémon Types

You'll encounter a wide variety of Pokémon types in this round, but fortunately they'll tend to come in clumps. Keep a pair of generally useful Pokémon in your front two spots and let them do as much damage as they can before you swap in a specialist replacement from the bench. A Fighting-type Pokémon will make a good starter against the Rock- and Normal-types in Battles 2 and 3, but it won't be much good in the all-Flying-type final round.

FIGHTING

Fighting-type moves excel against Normal-, Rock-, Ice- and Dark-types, all of which are in this fight. Fighting-types are especially effective in Battle 2.

WATER

A Water-type Pokémon will be super effective against both the Ground- and Rock-type Pokémon in early rounds. Outside of Cacturne, it won't have much to worry about here.

ICE

An Ice-type Pokémon will be super effective against the Ground-type Pokémon in the first three rounds and the Flying-types in the final rounds.

ELECTRIC

There are a lot of Ground-type Pokémon in the first three battles, so have your Electric-type Pokémon warm the bench until the all-Flying-type final battle.

FIRE

Your Fire-type Pokémon has only a few good matchups, and a lot of bad ones against the Rock- and Ground-types. But you may need fire for Mawile, Cacturne and Skarmory.

Round 2: Realgam Colosseum-Recommended Attack & Pokémon Types

Your first battle is heavy on Fighting-types, so a Psychic-type Pokémon is a good starter. If you have a Psychic-type that also knows a Dark-type attack (like Espeon's Bite), use it, as Dark-type attacks will be more relevant later in the fight. In battle 2, Shedinja can be hit only by Fire-, Flying-, Rock-, Dark- and Ghost-type attacks, so make sure you have at least a few of those attack types at your disposal.

FLYING

There is not a single Electric-, Ice- or Rock-type Pokémon in this round, making Flying-types a very safe choice. They're strong against the Grass- and Fighting-type Pokémon, too.

GRASS

There are a lot of Water-type Pokémon in this round, including Electric-resistant Marowak, so Grass-type attacks are preferable even to Electric-type ones.

PSYCHIC

Fighting-type Pokémon can be dangerous if they're not eliminated quickly, so bring a Psychic-type here. With few Bug- and Dark-types, it should be good all around.

FIRE

A strong Fire-type Pokémon can burn through most of the Pokémon in the final battle, and will be useful against Breloom and Shedinja, as well.

GHOST

There are two Psychic-types here, and one is Medicham who has few weaknesses except to the Ghost-type. Ghost-type attacks are good against Misdreavus and Shedinja, too.

NUMBER OF TYPES YOU'LL FACE

NORMAL	4	FIGHTING	-	ROCK	3
FIRE	-	POISON	1	GHOST	-
WATER	2	GROUND	4	DRAGON	-
ELECTRIC	-	FLYING	5	DARK	2
GRASS	1	PSYCHIC	1	STEEL	2
ICE	1	BUG	-		

NUMBER OF TYPES YOU'LL FACE

NORMAL	-	FIGHTING	4	ROCK	-
FIRE	1	POISON	-	GHOST	2
WATER	5	GROUND	1	DRAGON	-
ELECTRIC	-	FLYING	3	DARK	1
GRASS	5	PSYCHIC	2	STEEL	-
ICE	-	BUG	2		

Round 3: Realgam Colosseum—Recommended Attack & Pokémon Types

Most of your opponents in Round 3 have five Pokémon each, but they tend to stick to a theme. When you manage to get the most appropriate Pokémon onto the field, it should be able to carry the fight without much help from your bench. The Bug-type is unusually popular in Round 3, which gives Rock-, Flying- and Fire-type Pokémon a chance to shine.

ROCK

Rock beats both Flying- and Bug types, which are popular in this round. However, Rock-types are weak to Water, so non-Rock-type Pokémon with Rock-type attacks are ideal.

ELECTRIC

The Electric type does double-duty in this round. It is very effective against nine of the 10 Water- and Flying-type Pokémon you'll face here.

FLYING

Flying-type Pokémon have few natural enemies in this round, and Flying-type attacks are great against Bug-type Pokémon and the occasional Grass-type.

FIRE

The final type that is effective against Bug-type Pokémon is fire. Due to its vulnerability to Water, it's the most risky, but sometimes you have to make do with what you have.

FIGHTING

Fighting-type Pokémon are vulnerable to the Flying-type, but resistant to Bug. In this round they make good punch hitters against tricky Pokémon like Shuckle and Mawile.

NUMBER OF TYPES YOU'LL FACE

NORMAL	4	FIGHTING	1	ROCK	1
FIRE	-	POISON	-	GHOST	-
WATER	6	GROUND	1	DRAGON	-
ELECTRIC	-	FLYING	4	DARK	2
GRASS	1	PSYCHIC	1	STEEL	1
ICE	-	BUG	6		

Realgam MVP: Crobat

You can catch a Zubat at the Cave Poké Spot, and with a bit of effort you can raise it into a Golbat. Give Golbat the Soothe Bell you received in Pyrite City, and before you know it you'll have a fast and powerful Crobat on your hands.

Crobat is especially effective in Realgam Colosseum, where there is not a single Electric-type Pokémon to fear. While many Flying-type Pokémon never learn a Flying-type move, Crobat can batter the many Grass-

Fighting- and Bug-types with Wing Attack (or Aerial Ace, a TM move). Crobat's half-Poison-type nature can make it vulnerable to Psychic-type Pokémon, but the Dark-type Bite attack will provide a solution if Crobat can go first in battle. And going first is rarely a problem for a speed demon like Crobat.



Round 4: Realgam Colosseum—Recommended Attack & Pokémon Types

Curmudgeon Nisid (your second opponent) employs a very potent combo. He has Misdreavus use Persn Song to put your active Pokémon on a three-turn clock, while his own Soundproofed Exploud shakes off the effect. He'll then protect Misdreavus to keep it alive, and send out Wobbuffet to prevent your Pokémon from escaping. If he pulls it off, all you'll be able to do is select the right Pokémon from your bench to finish the fight.

BUG

Battle 1 is heavy on Dark-types, and later battles sneak in a few Psychic-types. Bug-types can trump both Dark- and Psychic-types, and need worry only about the Fire-types.

GHOST

Ghost-type attacks are good against Psychic-type as well as Ghost-type Pokémon. Ghost-type Pokémon aren't particularly effective here, but Ghost-type attacks certainly are.

DARK

Dark-type attacks are super effective against Ghost- and Psychic-type Pokémon, and Dark-type Pokémon are resistant to Ghost-, Dark- and Psychic-type attacks.

FIGHTING

A Fighting-type Pokémon will be super effective against every Pokémon in the first battle. After that, its efficacy plummets against the Psychic- and Ghost-types.

FLYING

After half-Ice-type Sneasel in Battle 1, Flying-type Pokémon have no type mismatches to fear here. They're great in the last battle, which is heavy on Fighting-types.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FIGHTING	2	ROCK	-
FIRE	2	POISON	2	GHOST	2
WATER	2	GROUND	-	DRAGON	-
ELECTRIC	-	FLYING	-	DARK	4
GRASS	1	PSYCHIC	3	STEEL	-
ICE	1	BUG	1		

Realgam Colosseum Prizes

Round	First visit	Subsequent visits
Round 1	TM 49 (Snatch) and 8,320 Poké Dollars	8,320 Poké Dollars
Round 2	TM 19 (Giga Drain) and 8,640 Poké Dollars	8,640 Poké Dollars
Round 3	TM 23 (Iron Tail) and 12,800 Poké Dollars	12,800 Poké Dollars
Round 4	TM 22 (Solarbeam) and 9,280 Poké Dollars	9,280 Poké Dollars

Trainers and Pokémon

Realgam Colosseum: Round 1

Battle 1: Bodybuilder Aftin



Donphan ♂ TYPE: GRD

LEVEL: 40

ABILITY: STURDY

DEFENSE CURB NRM | IRON TAIL STL
ROLLOUT RCK | STRENGTH NRM

Sealeo ♀ TYPE: WTR-ICE

LEVEL: 40

ABILITY: THICK FAT

DEFENSE CURB NRM | WATERFALL WTR
ICE BALL ICE | ATTRACT NRM

Swalot ♂ TYPE: PSN

LEVEL: 40

ABILITY: LONJID Ooze

DEFENSE CURB NRM | SLUDGE BOMB PSN
ROLLOUT RCK | TAUNT NRM

Solrock TYPE: RCK-PSY

LEVEL: 40

ABILITY: LEVITATE

DEFENSE CURB NRM | FLAME-THROWER FIRE
ROLLOUT RCK | PSYCHIC PSY

Battle 2: Casual Dude Feper



Mawile ♂ TYPE: STL

LEVEL: 40

ABILITY: INTIMIDATE

ICY WIND ICE | SWEET SCENT NRM
ROCK SLIDE RCK | FURY BITE

Vigoroth ♂ TYPE: NRM

LEVEL: 40

ABILITY: VITAL SPIRIT

ICY WIND ICE | SLAM NRM
ROCK SLIDE RCK | FOCUS PUNCH FGS

Relicanth ♀ TYPE: WTR-RCK

LEVEL: 40

ABILITY: ROCK HEAD

ICY WIND ICE | BODY SLAM NRM
ROCK SLIDE RCK | WATERFALL WTR

Rhyhorn ♀ TYPE: GRD-RCK

LEVEL: 40

ABILITY: LIGHTNING ROD

ICY WIND ICE | BODY SLAM NRM
ROCK SLIDE RCK | STOMP NRM

Semifinal: Cooltrainer Halston



Castform ♀ TYPE: NRM

LEVEL: 40

ABILITY: FORECAST

WEATHER BALL NRM | THUNDER WAVE ELC
SANDSTORM RCK | SHADOW BALL GRD

Gligar ♀ TYPE: GRD-FLY

LEVEL: 40

ABILITY: SAND VEIL

IRON TAIL STL | SANDSTORM RCK
SHADOW DANCE NRM | REST PSY

Cacturne ♀ TYPE: GRD-GRK

LEVEL: 40

ABILITY: SAND VEIL

GRASS GRASS GRK | SUBSTITUTE NRM
FOCUS PUNCH FGS | DOUBLE TEAM NRM

Dugtrio ♀ TYPE: GRD

LEVEL: 40

ABILITY: SAND VEIL

IRON TAIL STL | MACHOP NRM
UPROAR NRM | SCREECH GRD

Final: Cooltrainer Malex



Swellow ♀ TYPE: NRM-FLY

LEVEL: 40

ABILITY: GUTS

SKY ATTACK FLY | ENDAVOR NRM
ABILITY PSY | STEEL WING STL

Noctowl ♀ TYPE: NRM-FLY

LEVEL: 40

ABILITY: KEEN EYE

SKY ATTACK FLY | PSYCHIC PSY
SWAGGER NRM | NUD-SLAP GRD

Skarmory ♀ TYPE: STL-FLY

LEVEL: 40

ABILITY: KEEN EYE

SKY ATTACK FLY | ROCK SMASH FGS
STEEL WING STL

Murkrow ♂ TYPE: DRK-FLY

LEVEL: 40

ABILITY: INSOMNIA

SKY ATTACK FLY | PSYCH UP NRM
THUNDERBOLT ELC | SHADOW BALL GRD

Trainers and Pokémon

Realgam Colosseum: Round 2

Battle 1: Matron Relza



Misdreavus	♀	TYPE: GHO
LEVEL: 40		
ABILITY: LEVITATE		
MPR SDN	PSY	AERIAL ACE
PSYCHIC	PSY	PROTECT
		HRM



Hariyama	♂	TYPE: FTG
LEVEL: 40		
ABILITY: THICK FAT		
FAKE OUT	HRM	BRICK BREAK
RAUL UP	FTG	ROCK TOMB
		RCK



Breloom	♀	TYPE: GRS-FTG
LEVEL: 40		
ABILITY: EFFECT SPORE		
SKY UPPERCUT	FTG	GRASS DRUM
THUNDERPUNCH	ELE	SUBSTITUTE
		HRM



Hitmontop	♂	TYPE: FTG
LEVEL: 40		
ABILITY: INTIMIDATE		
TRIPLE KICK	FTG	DOUBLE TEAM
MEGA KICK	HRM	STRUGGLE
		HRM

Battle 2: Fun Old Man Hebzon



Wobbuffet	♂	TYPE: PSY
LEVEL: 40		
ABILITY: SHADOW TAG		
DEST. NY BOND	GHO	WINDY COAT
ENCORE	HRM	COUNTER
		FTG



Marowak	♀	TYPE: WTR-GRD
LEVEL: 40		
ABILITY: TORRENT		
SURF	WTR	SERIOUS COAT
ICY WIND	ICE	COUNTER
		HRM



Medicham	♀	TYPE: FTG-PSY
LEVEL: 40		
ABILITY: PURE POWER		
BRICK BREAK	FTG	FIRE PUNCH
PSYCHIC	PSY	COUNTER
		FTG



Shedinja		TYPE: BUG-GHO
LEVEL: 40		
ABILITY: WONDER GUARD		
SHADOW BALL	GHO	AERIAL ACE
SILVER WIND	DIG	DIG
		GRD

Semifinal: Bodybuilder Toko



Mantine	♀	TYPE: WTR-FLY
LEVEL: 40		
ABILITY: SWIFT SWIM		
PAIN DANCE	WTR	BODY SLAM
WATER PULSE	WTR	SUBSTITUTE
		HRM



Lombre	♂	TYPE: WTR-GRS
LEVEL: 40		
ABILITY: SWIFT SWIM		
SURF	WTR	GRASS DRUM
THUNDERPUNCH	ELE	FAKE OUT
		HRM



Luvdisc	♀	TYPE: WTR
LEVEL: 40		
ABILITY: SWIFT SWIM		
FLAIL	HRM	ATTRACT
WATERFALL	WTR	ENDURE
		HRM



Surskit	♂	TYPE: BUG-WTR
LEVEL: 40		
ABILITY: SWIFT SWIM		
HYDRO PUMP	WTR	RAIN DANCE
BLIZZARD	ICE	ATTRACT
		HRM

Final: Newscaster Arule



Nuzleaf	♂	TYPE: GRS-GRD
LEVEL: 40		
ABILITY: CHLOROPHYLL		
SHADOW BALL	GHO	MEGA KICK
BRICK BREAK	FTG	FAKE OUT
		HRM



Skiploom	♀	TYPE: GRS-FLY
LEVEL: 40		
ABILITY: CHLOROPHYLL		
SO. AERIAL	GRS	STUN SPORE
FLAMING DAY	FIRE	REFLECT
		PSY



Torkoal	♂	TYPE: FIRE
LEVEL: 40		
ABILITY: WHITE SMOKE		
ERUPTION	FIRE	SUNNY DAY
WORTHLESS	SPR	FIRE SPIRIT
		FIRE



Tropius	♀	TYPE: GRS-FLY
LEVEL: 40		
ABILITY: CHLOROPHYLL		
MAGICAL LEAF	GRS	STUN SPORE
AERIAL ACE	FLY	STOMP
		HRM

Trainers and Pokémon

Realgam Colosseum: Round 3

Battle 1: Supertrainer Agoli



Stantler	♂	TYPE: NRM
LEVEL: 40		
ABILITY: INTIMIDATE		
REST	PSY	SHADOW BALL
SLEEP TALK	NRM	DOUBLE EDGE



Wigglytuff	♀	TYPE: NRM
LEVEL: 40		
ABILITY: CUTE CHARM		
REST	PSY	COUNTER
SLEEP TALK	NRM	BODY SLAM



Shuckle	♀	TYPE: BUG-ROCK
LEVEL: 40		
ABILITY: STUNKY		
REST	PSY	TOXIC
SLEEP TALK	NRM	DOUBLE TEAM



Quagsire	♂	TYPE: WTR-GRD
LEVEL: 40		
ABILITY: WATER ABSORB		
REST	PSY	MUD SHOT
SLEEP TALK	NRM	CURSE



Milktank	♂	TYPE: NRM
LEVEL: 40		
ABILITY: THICK FAT		
REST	PSY	BODY SLAM
SLEEP TALK	NRM	CURSE

Battle 2: Casual Guy Axon



Heracross	♂	TYPE: BUG-FTG
LEVEL: 40		
ABILITY: GUTS		
SWORDS DANCE	NRM	FURY CUTTER
FALSE SWIPE	NRM	



Pinsir	♀	TYPE: BUG
LEVEL: 40		
ABILITY: HYPER CUTTER		
SWORDS DANCE	NRM	FURY CUTTER
FALSE SWIPE	NRM	



Ninjask	♂	TYPE: BUG-FLY
LEVEL: 40		
ABILITY: SPEED BOOST		
SWORDS DANCE	NRM	FURY CUTTER
FALSE SWIPE	NRM	



Mawile	♂	TYPE: STL
LEVEL: 40		
ABILITY: INTIMIDATE		
SWORDS DANCE	NRM	ASTONISH
FALSE SWIPE	NRM	IRON DEFENSE



Ledian	♂	TYPE: BUG-FLY
LEVEL: 40		
ABILITY: EARLY BIRD		
SWORDS DANCE	NRM	BATON PASS
DOUBLE TEAM	NRM	REFLECT

Semifinal: Rider Miot



Tropius	♂	TYPE: GRG-FLY
LEVEL: 40		
ABILITY: CHLOROPHYLL		
FLY	FLY	STRENGTH
FLASH	NRM	SWEET SCENT



Walord	♂	TYPE: WTR
LEVEL: 40		
ABILITY: OBLIVIOUS		
WATERFALL	WTR	SURF
DIVE	WTR	WHIRLPOOL



Linoone	♂	TYPE: NRM
LEVEL: 40		
ABILITY: PICKUP		
ROCK SMASH	FTG	SURF
OUT	NRM	STRENGTH



Azumarill	♀	TYPE: WTR
LEVEL: 40		
ABILITY: THICK FAT		
DIVE	WTR	WATERFALL
ROCK SMASH	FTG	PRESENT

Final: Navigator Destol



Kirlia	♀	TYPE: PSY
LEVEL: 40		
ABILITY: SYNCHRONIZE		
TELEPORT	PSY	FLASH
TOXIC	DRK	HAZARD BODY



Gorebyss	♂	TYPE: WTR
LEVEL: 40		
ABILITY: SWIFT SWIM		
REFRESH	NRM	WILD SPORT
IRON DEFENSE	STL	WATER GYPSY



Crawdaunt	♂	TYPE: WTR-DRK
LEVEL: 40		
ABILITY: HYPER CUTTER		
GUILLotine	NRM	SWORDS DANCE
POUNCE	WTR	VEGETAP



Sharpedo	♂	TYPE: WTR-DRK
LEVEL: 40		
ABILITY: ROUGH SKIN		
BITE	DRK	DOUBLE TEAM
SUBSTITUTE	NRM	HIDDEN POWER



Yanma	♂	TYPE: BUG-FLY
LEVEL: 40		
ABILITY: SPEED BOOST		
DETECT	FTG	SIGNAL BEAM
THIEF	DRK	HIDDEN POWER

Trainers and Pokémon

Realgam Colosseum: Round 4

Battle 1: Bodybuilder Pilot



Houndoom	♂	TYPE: DRK-FIRE
LEVEL: 40		
ABILITY: FLASH FIRE		
0.1% CR. 0.1% POW. 0.1% NRM		
SMOG PSY EMBER FURY		



Sneasel	♀	TYPE: ICE-DRK
LEVEL: 40		
ABILITY: KEEN EYE		
FAKE OUT NRM QUICK ATTACK NRM		
AGILITY PSY FAINT ATTACK DRK		



Delcatty	♀	TYPE: NRM
LEVEL: 40		
ABILITY: CUTE CHARM		
ASSIST NRM TAIL WHIP NRM		
DOUBLESLAP NRM ATTRACT NRM		



Mightyena	♂	TYPE: DRK
LEVEL: 40		
ABILITY: INTIMIDATE		
0.1% CR. 0.1% DRK POISON FANG PSN		
SAND-ATTACK GRD SLASH DRK		

Battle 2: Curmudgeon Nistil



Misdreavus	♀	TYPE: GHO
LEVEL: 40		
ABILITY: LEVITATE		
PENISH SONG DRK CONFUSE RAY DRK		
RAIN SPLIT NRM PROTECT NRM		



Exploud	♀	TYPE: NRM
LEVEL: 40		
ABILITY: SOUNDPROOF		
REST PSY SHORE NRM		
SCREECH NRM PROTECT NRM		



Umbreon	♂	TYPE: DRK
LEVEL: 40		
ABILITY: SYNCHRONIZE		
CONFUSE RAY DRK SCREEN NRM		
WEAR DOWN NRM FORECAST DRK		



Webbifet	♀	TYPE: PSY
LEVEL: 40		
ABILITY: SHADOW TAG		
DESTINY BOND DRK LUCKY COAT PSY		
ENCORE NRM COUNTER FFD		

Semifinal: Cooltrainer Higon



Chimecho	♂	TYPE: PSY
LEVEL: 40		
ABILITY: LEVITATE		
WAWN NRM TV NOOD ICE		
PSYCH C PSY SHOCK WAVE ELC		



Dusclops	♀	TYPE: GHO
LEVEL: 40		
ABILITY: PRESSURE		
CONFUSE RAY DRK ULTRONOME NRM		
SHADOW BALL DRK RAIN SPLIT NRM		



Tentacruel	♀	TYPE: WTR-PSN
LEVEL: 40		
ABILITY: CLEAR BODY		
DARKER PSY WATER PULSE WTR		
SL PROTECT PSY TOXIC PSN		



Volbeat	♂	TYPE: BUG
LEVEL: 40		
ABILITY: SWARM		
BEAT BUST NRM DYNAMIC PUNCH FTG		
SEISMIC TOSS FTG SHADOW BALL GRD		

Final: Cooltrainer Carben



Milkmank	♀	TYPE: NRM
LEVEL: 40		
ABILITY: THICK FAT		
MILK DRINK NRM STOMP NRM		
BOLLYD DRK DEFENSE CURL NRM		



Grumpig	♂	TYPE: PSY
LEVEL: 40		
ABILITY: THICK FAT		
PSYICARD PSY FAILURE SIGHT PSY		
CONFUSE RAY GRD REST PSY		



Combustion	♂	TYPE: FIRE-FTG
LEVEL: 40		
ABILITY: BLAZE		
DOUBLE BICK FTG SAND-ATTACK GRD		
BULK UP FTG FLAMETHROWER FTG		



Qwilfish	♂	TYPE: WTR-PSN
LEVEL: 40		
ABILITY: SWIFT SWIM		
WATER PULSE WTR SLUDGE BOMB PSN		
POUR SASSLE DRK HALVE ICE		



Brelloom	♂	TYPE: GRD-FTG
LEVEL: 40		
ABILITY: EFFECT SPORE		
LEECH SEED GRD STUN SPORE GRD		
DRAG DRAGON GRD HEADBUTT NRM		

Orre Colosseum

The ultimate challenge awaits in this expert-level arena.

These may be the most difficult battles in Pokémon history. You can gain no advantage over your opponents, who have fantastic Pokémon with the best moves and maxed-out stats. Since they will always be at your level or higher, your only option will be to outplay your opponent. To compete you'll need to raise an elite group of high-level Pokémon with the best TMs and stat-enhancing items.

Rules and Regulations

- You must enter with a full party of six Pokémon, but you are permitted to battle only with four Pokémon. You must beat four Trainers in a row to win a challenge. If you win a challenge, you may advance to the next group of opponents. If you lose, you will face the same group of opponents in your next challenge.
- Some Pokémon are prohibited (Mewtwo, Mew, Lugia, Ho-Oh, Celebi, Kyogre, Groudon, Rayquaza, Jirachi and Deoxys). You may not enter two or more of the same kind of Pokémon. Shadow Pokémon are not allowed.
- Pokémon may not be holding certain kinds of items when they enter. Soul Dew is not allowed. Also, Pokémon are not permitted to hold the same item as another Pokémon.
- Opponents' Pokémon will be at Level 60 or equal to your highest-level Pokémon.

Round 1: Orre Colosseum—Recommended Attack & Pokémon Types

All four of these opponents use status conditions against you. Since you can't use items and you can't call your Pokémon, this is a major problem. Give your best Pokémon a Lum Berry to protect it from the first status condition in each fight, and use Pokémon with Insomnia, Own Tempo, Shed Skin or any of the abilities that power up a Pokémon when it has a status condition. Moves like Heal Bell are fantastic here.

The first battle may be the toughest, because it focuses on the Sleep condition. Later battles focus on Confuse, but you can always ignore that and hope to get lucky. Lovrina, in the finals, has a nasty strategy that you can beat with a status condition of your own—Poison. Bring a Pokémon with Toxic if you have one.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	1
FIRE	1	POISON	—	GHOST	1
WATER	3	GROUND	—	DRAGON	—
ELECTRIC	1	FLYING	3	DARK	2
GRASS	4	PSYCHIC	8	STEEL	—
ICE	1	BUG	3		

BATTLE 1

Select a party of Pokémon with moves like Heal Bell, and Pokémon with the best Fire- and Dark-type attacks. Give those Pokémon items like the Lum and Chesto Berry and focus your attacks on a single Pokémon for quick KOs.

BATTLE 2

This Trainer will use Teeter Dance to confuse your Pokémon while his own are immune with Own Tempo. A Pokémon like Ursaring who has Guts will make this strategy backfire, or you can ignore the confusion and hope to get lucky.

SEMIFINAL

This Trainer will try to stall with Follow Me and Giga Drain fighting-type moves will wreck his Normal-types, and Dark-type moves will be effective against his pair of Psychic-types.

FINAL

Lovrina will use Leech Seed and Wrap and attempt to poison and confuse your Pokémon, then hide behind Protect while your Pokémon wither. She'll also wheel out Attract. Turn her strategy against her with attacks that cause Poison and Burn.

Round 2: Orre Colosseum—Recommended Attack & Pokémon Types

The hardest battles in this round involve a combo of devastating moves like Earthquake and Explosion with the Protect move or with Pokémon that are immune to the move type. Your opponents will destroy their own Pokémon in hopes of taking out two of yours for every one of theirs. It is important for you to field Pokémon of your own that can survive (like Ghost-types, Pokémon with Protect, and very high-Defense Pokémon). In the first battle, examine your opponents' rosters to discern which Pokémon will use the move and which will use Protect. In the final round, four out of the six Pokémon have Protect, so focus on the remaining two or simply battle defensively, using Protect and healing moves to endure as your opponent self-destructs.

NUMBER OF TYPES YOU'LL FACE

NORMAL	1	FIGHTING	—	ROCK	3
FIRE	1	POISON	3	GHOST	2
WATER	5	GROUND	6	DRAGON	1
ELECTRIC	1	FLYING	1	DARK	2
GRASS	1	PSYCHIC	2	STEEL	—
ICE	4	BUG	2		

BATTLE 1

Lobel uses the classic Earthquake-and Protect combo, so bring at least two immune Pokémon (flying-types or Pokémon with Levitate). Use them one at a time alongside Pokémon that have Water-type attacks.

BATTLE 2

This Trainer specializes in one-hit KO attacks like Guillotine and Sheer Cold. Sheer Cold is the biggest threat, so make Lapras and Dewgong your primary targets. The Brightpowder held item or a sturdy ability will be useful here.

SEMIFINAL

This is a pretty straightforward battle against a roster that's heavy on Psychic-types. Run Pokémon that are capable of Bug-, Ghost- and Dark-type attacks, and at least one Pokémon that can get around Shedinja's Wonder Guard.

FINAL

Every one of Snatke's Pokémon can employ the Explode move, which is difficult to avoid. You'll have to use a Normal-type-immune Ghost-type Pokémon, a Rock- or Steel-type or the Protect skill to avoid being caught in the blasts.

Round 3: Orre Colosseum—Recommended Attack & Pokémon Types

Earthquakes are a factor in the first and last battles, but the theme of this round is type-matching. On a rarely will an opponent run two Pokémon that share a type, and each Pokémon usually has access to a variety of attack types. You'll be wise to follow your opponents' lead, with the exception that you'll need at least two Pokémon that can dodge an Earthquake (ideally you should use one Flying-type and one with the Levitate ability). When both Trainers are type-matching and have access to the best moves of each type, the key to victory is often going first. Pick your Pokémon on the basis of Speed first and Special Defense second.

NUMBER OF TYPES YOU'LL FACE

NORMAL	3	FIGHTING	4	ROCK	2
FIRE	3	POISON	3	GHOST	-
WATER	5	GROUND	4	DRAGON	1
ELECTRIC	1	FLYING	3	DARK	1
GRASS	1	PSYCHIC	1	STEEL	1
ICE	2	BUG	2		

BATTLE 1

Three of these Pokémon can use Earthquake, so keep your Flying-types and Levitate-enabled Pokémon on the roster. Flying-type Pokémon really have to fear only Sharpedo's Ice Beam and Golem's Rock Blast, so target them first.

BATTLE 2

This one often ends up being a type-trumping battle, and most of your opponent's Pokémon have access to three different attack types. Field High-Speed Pokémon with high Attack scores so you can hit first and hit hard.

SEMIFINAL

Electabuzz is the only Pokémon in this battle that can use Protect, and it rarely does. This frees you up to focus the attacks of both of your Pokémon on a single target. Aim at the slowest one in hopes of scoring a preemptive KO.

FINAL

Don't be afraid to switch Pokémon in this fight, since your opponent will predictably target your most vulnerable Pokémon with an attack it's vulnerable to. If you see an Earthquake coming, for example, swap in a Flying-type.

Round 4: Orre Colosseum—Recommended Attack & Pokémon Types

The Trainers in this round use a variety of strategies, so you'll need to take a Swiss-army-knife approach when building your roster. A strong, speedy offense will work well in the first and last fights, but you'll want more-resilient Pokémon for the battles in the middle. Try to bring at least one sturdy Dark-type Pokémon (or a few Pokémon with Dark-type attacks) to deal with the large number of Psychics in the second battle, and a Rock-type or Electric-type Pokémon to beat the Flying-types in the third battle.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	2	ROCK	-
FIRE	1	POISON	2	GHOST	1
WATER	2	GROUND	2	DRAGON	1
ELECTRIC	1	FLYING	5	DARK	1
GRASS	-	PSYCHIC	5	STEEL	2
ICE	-	BUG	3		

BATTLE 1

Eevee Evolutions are quick but not particularly tough on defense, so you may have success with an Earthquake/Flying-type or Explosion/Ghost-type combo of your own.

BATTLE 2

Your opponent is running several high-Defense Pokémon, and they're so tough he'll go ahead and use Earthquake without Protect. When two toughies (Metagross, Slaking or Claydol) are out or a Gengar appears, prepare for tremors.

SEMIFINAL

If this Trainer's Pokémon doesn't have a move that type-trumps your Pokémon, she'll fall back on the Toxic/Guts combo, with which she poisons her own Pokémon to power them up. Focus your attacks on the Pokémon that has Guts.

FINAL

Chobin typically starts with a few stat-boosting moves in hopes of copying them with Psych Up or handing them off with Baton Pass. Focus your early attacks on the stat-boosters to stop the combo before it starts.

Round 5: Orre Colosseum—Recommended Attack & Pokémon Types

You'll run into a bit of the old Explosion/Earthquake combo here, but not as much as in past rounds. Most of these Trainers don't focus on complicated combos, preferring instead to run a diverse group of powerful Pokémon. You'll find Ice-type attacks really useful here, since Flying- and Grass-type Pokémon are common. Ice-type Pokémon will be quite effective in general, because your opponents will have only a few Pokémon that are effective against them. Flying-types are useful on both offense and defense, but scour the opponents' rosters to see which non-Electric-type Pokémon have surprise Electric-type attacks.

NUMBER OF TYPES YOU'LL FACE

NORMAL	2	FIGHTING	2	ROCK	-
FIRE	4	POISON	4	GHOST	-
WATER	4	GROUND	2	DRAGON	1
ELECTRIC	2	FLYING	6	DARK	1
GRASS	4	PSYCHIC	2	STEEL	2
ICE	-	BUG	1		

BATTLE 1

With two Explosion-capable Pokémon, two Earthquake-capable Pokémon, and two Pokémon that can use Protect, this guy definitely has the combo advantage. He won't use it aggressively, but you'll need to be ready for it.

BATTLE 2

Focus on type-matching here, loading off with quick Pokémon that have a variety of attack types. If Feraligatr hits the field, switch Pokémon to brace for an Earthquake, but avoid Flying-types or you'll be walking into a Rock-type attack.

SEMIFINAL

This opponent has a wide variety of attacks at his disposal. Flying-types are strong against the Grass- and Fighting-types, but watch out for Gardevoir and Scyther's Electric-type attacks.

FINAL

This Trainer is a big fan of Roar, which forces you to swap your Pokémon. Bring two Earthquake-immune Pokémon so you can swap between them, and make sure everyone has at least two types of attacks so no Pokémon is ever useless.

Round 6: Orre Colosseum—Recommended Attack & Pokémon Types

The first three foes in this round buck the Orre Colosseum trend by focusing on specific type themes. The first uses a lot of Flying-type Pokémon with Earthquake, the second focuses on Sunny Day with Fire-type attacks and Solarbeam, and the third uses Rain Dance to enhance Water-type attacks and increase Thunder's accuracy. You can use Flying- and Ice-types in the first battle, then cruise to an easy win in Battles 2 and 3 by running Pokémon that will benefit from the weather effects. The final battle has no particular theme, but the Pokémon you used to win the earlier fights will give you a diverse group with a fighting chance.

NUMBER OF TYPES YOU'LL FACE

NORMAL	2	FIGHTING	1	ROCK	3
FIRE	3	POISON	2	GHOST	2
WATER	6	GROUND	1	DRAGON	4
ELECTRIC	2	FLYING	7	DARK	1
GRASS	5	PSYCHIC	2	STEEL	-
ICE	-	BUG	-		

BATTLE 1

It's rare in the big leagues that an opponent uses many Pokémon with the same weakness. If you field a Pokémon or two with good Ice-type attacks, consider this battle to be a gift. Watch for Dusclops's imprison move—it disables attacks.

BATTLE 2

You can count on your opponent to use Sunny Day, and you can take advantage of it yourself by using Fire-type attacks against her Grass-types. Run Pokémon that are resistant to Fire- and Grass-type attacks, which abound here.

SEMIFINAL

A Grass-type Pokémon has an advantage against each and every one of these Pokémon, but Felps has shored up this weakness by giving most of his Pokémon Ice-type attacks. Use Water-types to take advantage of Rain Dance.

FINAL

There is no theme here, and all but one of the final Trainer's Pokémon have powerful attacks of four different types. Since you can't type-match on defense, you'll need to run your fastest Pokémon and KO the opposition quickly.

Round 7: Orre Colosseum—Recommended Attack & Pokémon Types

Round 7 is the ultimate challenge in a very difficult Colosseum. Your opponent's Pokémon are stunningly powerful and carefully arranged to shore up any potential weaknesses. Defense is more important than Speed here, since even super-effective attacks will rarely knock out a Pokémon in a single turn. You need sheer fortitude to weather Earthquake—the last two battles are inhospitable to Flying-types, so they are not a good defense. Type-matching remains important, but more on offense than on defense. Use TMs to give your sturdiest Pokémon a wide variety of damage-dealing attacks. Good luck—this is your final battle!

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	-
FIRE	3	POISON	1	GHOST	2
WATER	4	GROUND	1	DRAGON	2
ELECTRIC	3	FLYING	7	DARK	-
GRASS	-	PSYCHIC	4	STEEL	1
ICE	2	BUG	2		

BATTLE 1

In this battle, Lest will have Togetic and Clefable use Follow Me to run interference for slower but stronger Pokémon. Fighting-type moves are an ideal way to make this strategy backfire.

BATTLE 2

You'll need to type-match carefully to win here. Half your opponent's Pokémon are weak to Electric-type attacks, so that's the best type in general. It's hard to beat them at Speed, so you'll need to best them at Special Defense.

SEMIFINAL

This is a tough one. As an added twist to the Earthquake/Protect combo, nearly all of the Pokémon here have Electric- or Ice-type attacks to defeat your Flying-types. You'll need to run high-Defense Pokémon to survive.

FINAL

With Latios and Latias in the mix, good Ice-type attacks are a must. There are too many Ice- and Electric-type attacks on your opponent's side to field Flying-types, but Earthquake will be a factor, too. You'll need the defense to weather it.

Orre Colosseum pointers

- Don't expect to create a superteam of six Pokémon and beat all seven rounds with it. Different rounds require different strategies, and you'll want both high-Speed and high-Defense Pokémon of various types available to you. Import your best battlers from other Pokémon games and give yourself a wide variety of options.
- Level up all your Pokémon to the same level before you attempt Orre Colosseum.
- Since you can't use items here, sell all the high-value recovery items you own and use the money to buy stat boosters like HP Up, Carbos and Zinc.
- The game's AI is smart, but predictable. Say for example that one of your on-field Pokémon is vulnerable to Ground-type attacks and one of your opponent's Pokémon knows Earthquake. If your other on-field Pokémon is at full health and has no weaknesses your opponent can exploit, it will do the smart thing: use Earthquake. Anticipating that, you can switch your vulnerable character for a Flying-type and make your opponent's plans backfire. Use the computer's own intelligence against it!

Orre Colosseum Prizes

Round	First visit	Subsequent visits
Round 1	TM 06 (Toxic) and 500 Poké Coupons	500 Poké Coupons
Round 2	TM 27 (Return) and 1,000 Poké Coupons	1,000 Poké Dollars
Round 3	TM 48 (Skill Swap) and 1,500 Poké Coupons	1,500 Poké Dollars
Round 4	TM 36 (Sludge Bomb) and 2,000 Poké Coupons	2,000 Poké Dollars
Round 5	TM 44 (Rest) and 2,500 Poké Coupons	2,500 Poké Dollars
Round 6	TM 47 (Steel Wing) and 3,000 Poké Coupons	3,000 Poké Dollars
Round 7	TM 02 (Dragon Claw) and 3,500 Poké Coupons	3,500 Poké Dollars

Trainers and Pokémon

Orre Colosseum: Round 1

Battle 1: Hunter Greet



Parasect	♀	TYPE: BUG GRS	
LEVEL: 60 / ABILITY: EFFECT SPORE			
ITEM: QUICK CLAW			
SPORT	GRS	GIGA DRAIN	GRS
AERIAL ACE	FLY	RETURN	NRM



Breloom	♂	TYPE: GRG-FTG	
LEVEL: 60 / ABILITY: EFFECT SPORE			
ITEM: BRIGHTPOWDER			
SPORE	GRG	FOCUS PUNCH	FTG
SLUDGE BOMB	PSN	SUBSTITUTE	NRM



Slowbro	♂	TYPE: WTR-PSY	
LEVEL: 60 / ABILITY: OWN TEMPO			
ITEM: LEFTOVERS			
DREAM EATER	PSY	FOCUS PUNCH	FTG
SHADOW BALL	GRO	TRAP	NRM



Jynx	♀	TYPE: ICE+PSY	
LEVEL: 60 / ABILITY: OBLIVIOUS			
ITEM: LAX INCENSE			
DREAM EATER	PSY	PSYCHIC	PSY
ICE BEAM	ICE	LOVELY KISS	NRM



Moundloom ♂ TYPE: DRG-FIRE			
LEVEL: 60 / ABILITY: FLASH FIRE			
ITEM: FOCUS BAND			
DREAM EATER	PSY	CRUNCH	DRG
FLARETHROWER	FIRE	PURSUIT	DRG



Gardevoir ♀ TYPE: PSY			
LEVEL: 60 / ABILITY: SYNCHRONIZE			
ITEM: SCOPE LENS			
DREAM EATER	PSY	ICE PUNCH	ICE
TRIPLE KICK	ELC	HYPNOSIS	PSY

Battle 2: Rider Herlam



Spinda		♀	TYPE:	NRM	
LEVEL: 60 / ABILITY: OWN TEMPO					
ITEM: FOCUS BAND					
TEETER DANCE		NRM	DIZZY PUNCH		NRM
FLAIL		NRM	PROTECT		NRM



Slowking		♀	TYPE: WTR PSY
LEVEL: 60 / ABILITY: OWN TEMPO			
ITEM: -			
WURN	NRM	SURF	WTR
PSYCHIC	PSY	ICE BEAM	ICE



Cacturne	♀	TYPE: GRS-DRG	
LEVEL: 60 / ABILITY: SAND VEIL			
ITEM: MIRACLE SEED			
FEETER DANCE	NRM	NEEDLE ARM	GRS
TOXIC	PSN	BRICKY BREAK	NRM



Lickitung	♀	TYPE:	NRM	
LEVEL: 60 / ABILITY: OWN TEMPO				
ITEM: LEFTOVERS				
SHOOTING STAR		NRM	EARTHQUAKE	DRG
SHADOW BALL		GRS	BELLY DRUM	NRM



Grumpig	♀	TYPE: PSY
LEVEL: 60 / ABILITY: OWN TEMPO		
ITEM: LAX INCENSE		
CONFUSE RAY	OHG	ICE PUNCH
PSYCHIC	PSY	FINE PUNCH



Smeargle		♂	TYPE:	NRM
LEVEL: 60 / ABILITY: OWN TEMPO				
ITEM: BRIGHTPOWDER				
TEETER DANCE	NRM	SNEER/COLD	ICE	
LOCK ON	NRM	PROTECT	NRM	

Semifinal: Sailor Lestor



Shantler	♂	TYPE: NRM	
LEVEL: 60 / ABILITY: INTIMIDATE			
ITEM: SCOPE LENS			
THUNDER PILE	ELC	STOMP	NRM
CONFUSE RAY	GMS	ATTRACT	NRM



Togetic	♀	TYPE: NRM-FLY
LEVEL: 60 / ABILITY: SERENE GRACE		
ITEM: LEFTOVERS		
FOLLOW ME	NRM	SWEET KISS
ROCK SLAM	NRM	THUNDER WAVE



Xatu	♂	TYPE: PSY FLY	
LEVEL: 60 / ABILITY: SYNCHRONIZE			
ITEM: FOCUS BAND			
CONFUSE RAY	GRO	PSYCHIC	PSY
THUNDER WAVE	ELC	GIGA DRAIN	GRO



Grumpig	♀	TYPE: PSY
LEVEL: 60 / ABILITY: THICK FAT		
ITEM: LUM BERRY		
CONFUSE RAY	GR0	ICE PUNCH
EXTRA SENSORY	PSY	FIRE PUNCH



Raichu	♂	TYPE:	ELC
LEVEL: 60 / ABILITY: STATIC			
ITEM: LAX INCENSE			
VOLT TACKLE		ELC	
SWEET KISS		NRM	



Butterfree		♂	TYPE: BUG-FLY
LEVEL: 60 / ABILITY: COMPOUND EYES			
ITEM: BRIGHTPOWDER			
STUN SPORE	GRS	PSYCHIC	PSY
FLASH	NRM	GIGA DRAIN	GRS

Final: Cipher Admin Lovrina



Shuckle		♂	TYPE: BUG RCK
LEVEL: 60 / ABILITY: STURDY			
ITEM: CHESTO BERRY			
TOXIC	PSN	ATTRACT	NRM
REST	PSY	WRAP	NRM



Milotic	♀	TYPE:	WTR
LEVEL: 60 / ABILITY: MARVEL SCALE			
ITEM: LAX INCENSE			
TOXIC	PSN	ATTRACT	NRM
CONFUSE RAY	GHD	WRAP	NRM



Wobbuffet ♀		TYPE:	PSY
LEVEL: 60 / ABILITY: SHADOW TAG			
ITEM: LUM BERRY			
CHARM	NORM	COUNTER	FTG
ENCORE	NORM	ROUGH COAT	PSY



Blissey		♀	TYPE:	NRM
LEVEL: 60 / ABILITY: NATURAL CURE				
ITEM: LEFTOVERS				
COUNTER:	FTG	ATTRACT:	NRM	
SING:	NRM	SEISMIC TOMS:	FTG	



Misdreavus ♂		TYPE:	GHO
LEVEL: 60 / ABILITY: LEVITATE			
ITEM: QUICK CLAW			
FORMENT	DRK	ATTRACT	NRM
CONFUSE RAY	GHO	PROTECT	NRM



Meganium		♀	TYPE:	GR5
LEVEL: 60 / ABILITY: OVERGROW				
ITEM: BRIGHTPOWDER				
LEECH SEED	GR5	ATTRACT	NRM	
TOXIC	PSN	PROTECT	NRM	

Trainers and Pokémon

Orre Colosseum: Round 4

Battle 1: Fun Old Man Rkix



Espeon ♂ TYPE: PSY

LEVEL: 60 / ABILITY: SYNCHRONIZE

ITEM: BRIGHTPOWDER

PSYCH C. PSY CALM MIND PSY

B.TE DRK REFLECT PSY

Jolteon ♂ TYPE: ELC

LEVEL: 60 / ABILITY: VOLT ABSORB

ITEM: LAX INCENSE

THUNDERBOLT ELC THUNDER WAVE ELC

WTE DRK CHARM NRM

Flareon ♂ TYPE: FIRE

LEVEL: 60 / ABILITY: FLASH FIRE

ITEM: QUICK CLAW

BODY SLAM NRM F.R. BLAST FIRE

SHADOW BALL GND HELPING HAND NRM

Umbreon ♀ TYPE: DRK

LEVEL: 60 / ABILITY: SYNCHRONIZE

ITEM: LUM BERRY

CONFUSE RAY GND FAINT ATTACK DRK

HELPING HAND WIND CHARM NRM

Vaporeon ♀ TYPE: WTR

LEVEL: 60 / ABILITY: WATER ABSORB

ITEM: LEFTOVERS

QUICK ATTACK NRM HYDRO PUMP WTR

ICY BEAM ICE HELPING HAND NRM

Eevee ♀ TYPE: NRM

LEVEL: 60 / ABILITY: RUN AWAY

ITEM: FOCUS BAND

HELPING HAND NRM GROWL NRM

ATTRACT NRM WISH NRM

Battle 2: Fun Old Man Dargs



Slaking ♂ TYPE: NRM

LEVEL: 60 / ABILITY: TRuant

ITEM: LUM BERRY

AERIAL ACE FLY SHADOW BALL GND

BODY SLAM NRM EARTHQUAKE GND

Alakazam ♂ TYPE: PSY

LEVEL: 60 / ABILITY: SYNCHRONIZE

ITEM: BRIGHTPOWDER

PSYCH PSY ICE PUNCH ICE

ICE PUNCH FLY SKILL SWAP PSY

Milotic ♀ TYPE: WTR

LEVEL: 60 / ABILITY: MANUEL SCALE

ITEM: LEFTOVERS

ICY BEAM ICE MIRROR COAT PSY

HYDRO PUMP WTR PROTECT NRM

Gengar ♀ TYPE: GHO-PSY

LEVEL: 60 / ABILITY: LEVITATE

ITEM: -

PSYCH C. PSY FIRE PUNCH FIRE

THUNDERBOLT ELC SKILL SWAP PSY

Metagross TYPE: STL-PSY

LEVEL: 60 / ABILITY: CLEAR BODY

ITEM: SCOPE LENS

MAGNETIC BALL GND EARTHQUAKE GND

WILLOW WIND STL PROTECT NRM

Claydol TYPE: GND-PSY


LEVEL: 60 / ABILITY: LEVITATE

ITEM: QUICK CLAW

SHADOW BALL GND EARTHQUAKE GND

ANE ENTPOWER BCK SKILL SWAP PSY

Semifinal: Matron Naono



Crobat ♀ TYPE: PSN-FLY

LEVEL: 60 / ABILITY: INNER FOCUS

ITEM: BRIGHTPOWDER

AERIAL ACE FLY SHADOW BALL GND

SUDDEN GND PSN TOXIC PSY

Swellow ♀ TYPE: NRM-FLY

LEVEL: 60 / ABILITY: GUTS

ITEM: KING'S ROCK

FACADE NRM RETURN NRM

AERIAL ACE FLY HYPER BEAM NRM

Persian ♂ TYPE: NRM

LEVEL: 60 / ABILITY: LIMBER

ITEM: LEFTOVERS

FAKE OUT NRM SHADOW BALL GND

BODY SLAM NRM TOXIC PSY

Dodrio ♂ TYPE: NRM-FLY

LEVEL: 60 / ABILITY: EARLY BIRD

ITEM: CHOICE BAND

RETURN NRM STEEL WING STL

DRILL PECK FLY

Machop ♂ TYPE: FTE

LEVEL: 60 / ABILITY: GUTS

ITEM: QUICK CLAW

FACADE NRM EARTHQUAKE GND

CROSS CHOP FTE ROCK TOMB BCK

Heracross ♂ TYPE: BUG-FTE

LEVEL: 60 / ABILITY: GUTS

ITEM: SALAC BERRY

FACADE NRM MEGAHORN BUG

BRICK BREAK FTE EARTHQUAKE GND

Final: Robo Groudon Chobin



Scizor ♀ TYPE: BUG-STL

LEVEL: 60 / ABILITY: SWARM

ITEM: LAX INCENSE

SILVER WIND BUG RETURN NRM

AERIAL ACE FLY STEEL WING STL

Dragonite ♂ TYPE: DRG-FLY

LEVEL: 60 / ABILITY: INNER FOCUS

ITEM: LEFTOVERS

AERIAL ACE FLY EARTHQUAKE GND

RETURN NRM BRICK BREAK FTE

Kangaskhan ♀ TYPE: NRM

LEVEL: 60 / ABILITY: EARLY BIRD

ITEM: SCOPE LENS

RETURN NRM EARTHQUAKE GND

SHADOW BALL GND PROTECT NRM

Mr. Mime ♀ TYPE: PSY

LEVEL: 60 / ABILITY: SOUNDPROOF

ITEM: LUM BERRY

FAKE OUT NRM PSYCH UP NRM

RETURN PASS NRM PSYCH NRM

Marowak ♂ TYPE: GRD

LEVEL: 60 / ABILITY: ROCK HEAD

ITEM: THICK CLUB

ANCIENTPOWER BCK DOUBLE-EDGE NRM

AERIAL ACE FLY EARTHQUAKE GND

Ninjabask ♀ TYPE: BJG-FLY

LEVEL: 60 / ABILITY: SPEED BOOST

ITEM: WHITE HERB

SHADOWS DANCE NRM BATTLE PASS NRM

SILVER WIND BUG SHOOT SET NRM

Trainers and Pokémon

Orre Colosseum: Round 5

Battle 1: Team Snagem Biden



Jolteon ♀ TYPE: ELC
LEVEL: 60 / ABILITY: VOLT ABSORB
ITEM: LUM BERRY
QUICK ATTACK ARA | GITE DRL
THUNDERBOLT ELC | PROTECT NRM

Ninjask ♀ TYPE: BUG-FLY
LEVEL: 60 / ABILITY: SPEED BOOST
ITEM: BRIGHTPOWDER
SHADOW BALL GND | BATON PASS NRM
SWORDS DANCE NRM | PROTECT NRM

Weezing ♂ TYPE: PSN
LEVEL: 60 / ABILITY: LEVITATE
ITEM: QUICK CLAW
SLUDGE BOMB PSN | EXPLOSION NRM
FIRE BLAST FIRE | SHADOW BALL GRD

Steelix ♂ TYPE: STL GRD
LEVEL: 60 / ABILITY: ROCK HEAD
ITEM: FOCUS BAND
EARTHQUAKE GRD | EXPLOSION NRM
DOUBLE-EDGE NRM | ROCK TOMB NRM

Houdoom ♀ TYPE: DRK-FIRE
LEVEL: 60 / ABILITY: FLASH FIRE
ITEM: SALAC BERRY
FIRE BLAST CRUCH | FIRE REVERSAL FTG
CRUCH DBK | ENDURE NRM

Hitmonlee ♂ TYPE: F FTG
LEVEL: 60 / ABILITY: LIMBER
ITEM: LACRY BEARY
EARTHQUAKE GRD | REVERSAL FTG
HACK PUNCH FTG | ENDURE NRM

Battle 2: Team Snagem Jedo



Typhlosion ♀ TYPE: FIRE
LEVEL: 60 / ABILITY: BLAZE
ITEM: FOCUS BAND
FLAME THROWER FIRE | ATTRACT NRM
THUNDERBOLT ELC | PROTECT NRM

Meganium ♀ TYPE: GRG
LEVEL: 60 / ABILITY: OVERGROW
ITEM: --
REFLECT PSY | GIGA DRAIN GRD
LIGHT SCREEN PSY | BODY SLAM NRM

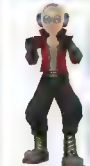
Feraligatr ♂ TYPE: WTR
LEVEL: 60 / ABILITY: TORRENT
ITEM: QUICK CLAW
ANCIENTPOWER BCL | EARTHQUAKE GRD
BRICK BREAK BCL | HYDRO PUMP WTR

Raikou ♂ TYPE: ELC
LEVEL: 60 / ABILITY: PRESSURE
ITEM: BRIGHTPOWDER
PROTECT NRM | THUNDER WAVE ELC
THUNDERBOLT ELC | BITE DBK

Slowking ♂ TYPE: WTR-PSY
LEVEL: 60 / ABILITY: OWN TEMPO
ITEM: LEFTOVERS
PSYCHIC PSY | ICE BEAM ICE
WATERPULSE WTR | FIRE BLAST FIRE

Crobat ♂ TYPE: PSN-FLY
LEVEL: 60 / ABILITY: INNER FOCUS
ITEM: SCOPE LENS
CONFUSE RAY GND | SLUDGE BOMB PSN
AERIAL ACE FLY | SHADOW BALL GRD

Semifinal: Team Snagem Wakin



Swampert ♀ TYPE: WTR GRD
LEVEL: 60 / ABILITY: TORRENT
ITEM: LEFTOVERS
ICE BEAM ICE | MIRROR COAT PSY
HYDRO PUMP WTR | COUNTER FTG

Gardevoir ♀ TYPE: PSY
LEVEL: 60 / ABILITY: TRACE
ITEM: FOCUS CLAW
PSYCHIC PSY | FIRE PUNCH FIRE
THUNDERBOLT ELC | DESTINY BOND GND

Sceptile ♂ TYPE: GRG
LEVEL: 60 / ABILITY: OVERGROW
ITEM: SCOPE LENS
LEAF BLADE GRG | DRAGON CLAW DRG
CRUNCH DBK | THUNDERPUNCH ELC

Swellow ♀ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: GUTS
ITEM: CHOICE BAND
AERIAL ACE FLY | STEEL WING STL
RETURN NRM

Blaziken ♀ TYPE: FIRE-FTG
LEVEL: 60 / ABILITY: BLAZE
ITEM: SALAC BERRY
REVERSAL FTG | EARTHQUAKE GRD
ENDURE NRM | FIRE BLAST FIRE

Vileplume ♂ TYPE: GRG-PSN
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: FOCUS BAND
SUNNY DAY FIRE | GIGA DRAIN GRD
SLEEP POWDER GRG | MUDSLAM NRM

Final: Snagem Head Gonzap



Blastoise ♀ TYPE: WTR
LEVEL: 60 / ABILITY: TORRENT
ITEM: LEFTOVERS
ICE BEAM ICE | HYDRO NOAR NRM
HYDRO CANNON WTR | NOAR NRM

Slaking ♂ TYPE: NRM
LEVEL: 60 / ABILITY: TRUANT
ITEM: CHOICE BAND
HYPER BEAM NRM | EARTHQUAKE GRD
SHADOW BALL GRD

Skarmory ♂ TYPE: STL FLY
LEVEL: 60 / ABILITY: KEEN EYE
ITEM: LAX INCENSE
DRILL PECK NRM | SAND-ATTACK GRD
ATTRACT NRM | NOAR NRM

Salamence ♀ TYPE: DRG FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: SCOPE LENS
AERIAL ACE FLY | EARTHQUAKE GRD
BRICK BREAK FTG | HYPER BEAM NRM

Charizard ♂ TYPE: FIRE-FLY
LEVEL: 60 / ABILITY: BLAZE
ITEM: BRIGHTPOWDER
DRAGON CLAW DRG | ROAR NRM
BLAST SLASH FIRE | BITE DBK

Venusaur ♀ TYPE: GRG-PSN
LEVEL: 60 / ABILITY: OVERGROW
ITEM: LUM BERRY
FRENZY PLANT GRG | BOMB NRM
SLEEP POWDER GRG | LIGHT SCREEN PSY

Trainers and Pokémon

Orre Colosseum: Round 6

Battle 1: Sailor Jebol



Dusclops ♂ TYPE: GHO
LEVEL: 60 / ABILITY: PRESSURE
ITEM: QUICK CLAW
CE BEAM ICE PROTECT NRM
CE PUNCH ICE IMPRISON PSY

Salamence ♂ TYPE: DRG FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: BRIGHTPOWDER
DRAGON CLAW DRG HYDRO PUMP WTR
FIRE BLAST FIRE PROTECT NRM

Dragonite ♀ TYPE: DRG-FLY
LEVEL: 60 / ABILITY: MINER FOCUS
ITEM: LEFTOVERS
AERIAL ACE FLY EARTHQUAKE DRG
RETURN NRM PROTECT NRM

Flygon ♀ TYPE: GRD DRG
LEVEL: 60 / ABILITY: LEVITATE
ITEM: LAX INCENSE
DRAGON CLAW DRG FIRE BLAST FLY
GIGA DRAIN GRD PROTECT NRM

Aerodactyl ♂ TYPE: RCK-FLY
LEVEL: 60 / ABILITY: ROCK HEAD
ITEM: KING'S ROCK
ANCIENTPOWER RCK EARTHQUAKE DRG
AERIAL ACE FLY PROTECT NRM

Zapdos TYPE: ELC-FLY
LEVEL: 60 / ABILITY: PRESSURE
ITEM: SCOPE LENS
THUNDERBOLT ELC RETURN NRM
DRILL PECK FLY PROTECT NRM

Battle 2: Bodybuilder Loar



Shiftry ♀ TYPE: CRS DRG
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE
FAKE OUT NRM EXTREMESPEED PSY
FOUNTAIN ATTACK DRG SOLARBEAM GRD

Exeggutor ♀ TYPE: GRD-PSY
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: -
PSYCHIC PSY SOLARBEAM GRD
ANCIENTPOWER RCK SUNNY DAY FIRE

Amplifit ♀ TYPE: GRD-FLY
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: FOCUS BAND
BUBBLES FLY FLY EXOCORE NRM
BROODSTAR FIRE SLEEPPOWDER GRD

Entei TYPE: FIRE
LEVEL: 60 / ABILITY: PRESSURE
ITEM: SCOPE LENS
FLAMETHROWER FIRE SUNNY DAY FIRE
SOLARBEAM GRD PROTECT NRM

Clefable ♀ TYPE: NRM
LEVEL: 60 / ABILITY: CUTE CHARM
ITEM: QUICK CLAW
ICE BEAM CE SUNNY DAY FIRE
THUNDERBOLT ELC RETURN NRM
FIRE BLAST FIRE

Blaziken ♂ TYPE: FIRE-FTG
LEVEL: 60 / ABILITY: BLAZE
ITEM: SALAC BERRY
ENDURE NRM OVERHEAT FIRE
REVERSAL FTG EARTHQUAKE DRG

Semifinal: Bodybuilder Feips



Ludicolo ♀ TYPE: WTR GRD
LEVEL: 60 / ABILITY: SWIFT SWIM
ITEM: LEFTOVERS
FAKE OUT NRM HYDRO PUMP WTR
ICE BEAM ICE GIGA DRAIN GRD

Gorebyss ♂ TYPE: WTR
LEVEL: 60 / ABILITY: SWIFT SWIM
ITEM: BRIGHTPOWDER
ICE BEAM ICE RAIN DANCE WTR
HYDRO PUMP WTR PSYCHIC PSY

Onastar ♂ TYPE: RCK-WTR
LEVEL: 60 / ABILITY: SWIFT SWIM
ITEM: FOCUS BAND
ICE BEAM ICE RAIN DANCE WTR
HYDRO PUMP WTR ROCK SLIDE RCK

Kingdra ♂ TYPE: WTR-DRG
LEVEL: 60 / ABILITY: SWIFT SWIM
ITEM: LUM BERRY
ICE BEAM ICE RAIN DANCE WTR
HYDRO PUMP WTR DRAGONBREATH DRG

Magnefic ♂ TYPE: ELC
LEVEL: 60 / ABILITY: LIGHTNING ROD
ITEM: LAX INCENSE
THUNDER ELC RAIN DANCE WTR
CRUNCH DRG PROTECT NRM

Quilfish ♂ TYPE: WTR-PSN
LEVEL: 60 / ABILITY: SWIFT SWIM
ITEM: SCOPE LENS
SLUDGE BOMB PSN DESTINY BOND DRG
SHADOW BALL GHO DOUBLE-EDGE NRM

Final:

Sceptile ♂ TYPE: GRD
LEVEL: 60 / ABILITY: OVERGROW
ITEM: SCOPE LENS
LEAF BLADE GRD DRAGON CLAW DRG
CRUNCH DRG THUNDERPUNCH ELC

Charizard ♀ TYPE: FIRE-FLY
LEVEL: 60 / ABILITY: BLAZE
ITEM: BRIGHTPOWDER
DRAGON CLAW DRG GIGA DRAIN GRD
FIRE BLAST FIRE SOLARBEAM GRD

Gengar ♂ TYPE: GHO-PSN
LEVEL: 60 / ABILITY: LEVITATE
ITEM: LAX INCENSE
SLUDGE BOMB PSN CONFUSE RAY DRG
SHADOW BALL GHO BRICK BREAK FTG

Aerodactyl ♀ TYPE: RCK-FLY
LEVEL: 60 / ABILITY: ROCK HEAD
ITEM: KING'S ROCK
ANCIENTPOWER RCK DOUBLE-EDGE NRM
AERIAL ACE FLY ROCK TAIR STL

Tauros ♂ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: CHOICE BAND
RETURN NRM POK TAIL STL
EARTHQUAKE DRG

Starmie TYPE: WTR-PSY
LEVEL: 60 / ABILITY: NATURAL CURE
ITEM: LUM BERRY
PSYCHIC PSY THUNDERBOLT ELC
ICE BEAM PSY HYDRO PUMP WTR

Trainers and Pokémon

Orre Colosseum: Round 7

Battle 1: Supertrainer Lest



Charizard ♂ TYPE: FIRE-FLY
LEVEL: 60 / ABILITY: BLAZE
ITEM: LAX INCENSE
SILVER DRUM NRM / OUTRAGE FIRE
AIR SLASH FLY / EARTHQUAKE GRD



Clefable ♀ TYPE: NRM
LEVEL: 60 / ABILITY: CUTE CHARM
ITEM: LEFTOVERS
SOLAR BEAM NRM / SOFTBOILED NRM
COSMIC POWER PSY / PROTECT NRM



Shedinja TYPE: BUG-GHO
LEVEL: 60 / ABILITY: WONDER GUARD
ITEM: FOCUS BAND
ARMOR ACE PSY / SHADOW BALL GRD
SILVER WIND BUG / PROTECT NRM



Togetic ♂ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: SERENE GRACE
ITEM: BRIGHT POWDER
FOLLOW ME NRM / PROTECT NRM
YAWN NRM / SOFTBOILED NRM



Snorlax ♀ TYPE: NRM
LEVEL: 60 / ABILITY: THICK FAT
ITEM: CHESTO BERRY
ICE Destruct NRM / SPARKING BALL GRD
BODY SLAM NRM / REST PSY



Heracross ♂ TYPE: BUG-FTG
LEVEL: 60 / ABILITY: SWARM
ITEM: SALAC BERRY
REVERSAL FTG / EARTHQUAKE GRD
MEGACORN BUG / ENCORE NRM

Battle 2: Cooltrainer Ebson



Zapdos TYPE: E-C-FLY
LEVEL: 60 / ABILITY: PRESSURE
ITEM: LUM BERRY
THUNDERBOLT ELC / DRAGON PECK FLY
HIDDEN POWER NRM / DETECT PSY



Moltres TYPE: FIRE-FLY
LEVEL: 60 / ABILITY: PRESSURE
ITEM: -
ARMOR ACE FLY / FIRE BLAST FIRE
HIDDEN POWER NRM / PROTECT NRM



Articuno TYPE: ICE-FLY
LEVEL: 60 / ABILITY: PRESSURE
ITEM: QUICK CLAW
ICE BEAM ICE / HIDDEN POWER NRM
WATER PULSE WTR / REFLECT PSY



Raikou TYPE: ELC
LEVEL: 60 / ABILITY: PRESSURE
ITEM: LAX INCENSE
THUNDERBOLT ELC / BITE GRD
HIDDEN POWER NRM / REFLECT PSY



Entei TYPE: FIRE
LEVEL: 60 / ABILITY: PRESSURE
ITEM: BRIGHT POWDER
BODY SLAM NRM / FIRE BLAST FIRE
HIDDEN POWER NRM / ROUGH TAIL STL



Suicune TYPE: WTR
LEVEL: 60 / ABILITY: PRESSURE
ITEM: LEFTOVERS
WATERFALL WTR / HYDRO PUMP WTR
ICE BEAM ICE / CALM MIND PSY

Semifinal: Cooltrainer Klept



Marowak ♂ TYPE: GRD
LEVEL: 60 / ABILITY: LIGHTNINGROD
ITEM: THICK CLUB
RETURN NRM / EARTHQUAKE GRD
ANCIENTPOWER ELC / PROTECT NRM



Gyarados ♂ TYPE: WTR-FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: SCOPE LENS
RETURN NRM / EARTHQUAKE GRD
HIDDEN POWER NRM / DRAGON DANCE DRG



Manectric ♀ TYPE: ELC
LEVEL: 60 / ABILITY: LIGHTNINGROD
ITEM: BRIGHT POWDER
CRUNCH GRD / PROTECT NRM
THUNDERBOLT ELC / THUNDER WAVE ELC



Dodrio ♂ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: RAUZY BIRD
ITEM: CHOICE BAND
RETURN NRM / HYPER BEAM NRM
DARK PECK FLY / HAZE ICE



Starmie TYPE: WTR-PSY
LEVEL: 60 / ABILITY: NATURAL CURE
ITEM: LAX INCENSE
PSYCHIC PSY / HYDRO PUMP WTR
ICE BEAM ICE / PROTECT NRM



Lapras ♀ TYPE: WTR-ICE
LEVEL: 60 / ABILITY: WATER ABSORB
ITEM: LEFTOVERS
ICE BEAM ICE / HYDRO PUMP WTR
THUNDERBOLT ELC / PROTECT NRM

Final: ?



Latios ♂ TYPE: DRG-PSY
LEVEL: 60 / ABILITY: LEVITATE
ITEM: BRIGHT POWDER
PSYCHIC PSY / ICE BEAM ICE
DRAGON CLAW DRG / THUNDERBOLT ELC



Latias ♀ TYPE: DRG-PSY
LEVEL: 60 / ABILITY: LEVITATE
ITEM: SCOPE LENS
PSYCHIC PSY / WATERFALL WTR
DRAGON CLAW DRG / THUNDERBOLT ELC



Gengar ♂ TYPE: GHO-PSY
LEVEL: 60 / ABILITY: LEVITATE
ITEM: LAX INCENSE
PSYCHIC PSY / ICE PUNCH ICE
FELICITY FIRE / THUNDERBOLT ELC



Metagross TYPE: STL-PSY
LEVEL: 60 / ABILITY: CLEAR BODY
ITEM: QUICK CLAW
EARTHQUAKE GRD / SHADOW BALL GRD
METEOR MASH STL / PROTECT NRM



Snorlax ♀ TYPE: NRM
LEVEL: 60 / ABILITY: THICK FAT
ITEM: LEFTOVERS
BODY SLAM NRM / SHADOW BALL GRD
EARTHQUAKE GRD / PROTECT NRM

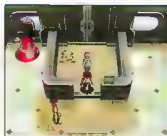


Tauros ♂ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: CHOICE BAND
RETURN NRM / IRON TAIL STL
EARTHQUAKE GRD

Mt. Battle

Challenge 100 Trainers for EXP, Poké Coupons and TMs.

Mt. Battle is similar to the Colosseums, but allows you to save your game and access your menu screen between challenges. Each of the 10 areas has 10 Trainers, most without full rosters of Pokémon. We covered the first six areas on page 33, so here we will present only the last four areas. Remember to bring a wide variety of Pokémon and change their order between fights to capitalize on your opponents' weaknesses!



Area 7: Mt. Battle—Recommended Attack & Pokémon Types

Mt. Battle gives you the freedom to change the order of the Pokémon in your roster before every battle, allowing you to put your Fire-type Pokémon in front when you're going up against Grass-types, for example. However, in the fifth battle the Electrode often opens up with an Explosion. You may not want to risk your best Pokémon against that.

ELECTRIC

Several of your opponents use the Rain Dance/Thunder combo to score easy, powerful hits. If your own Pokémon have Thunder, they too can reap the benefits of Rain Dance!

DARK

The final two battles are heavy on Psychic-types, and they're among the toughest battles in this round. The more Dark-type attacks you have, the better.

GROUND

By sheer numbers, Electric-types are tied for second. The Rain Dance/Thunder combo isn't so impressive when your Pokémon are immune!

GRASS

It won't fill any holes in your offense, but with a dozen Electric-, Ground- and Water-type Pokémon in this round, a solid Grass-type will have plenty to do.

FIRE

Battle 8 is full of Grass-types, and there's an occasional Bug-type in the mix, as well. That should be just enough to earn a spot on your bench for a Fire-type Pokémon.

Area 8: Mt. Battle—Recommended Attack & Pokémon Types

Your foes are getting smarter, and they employ several clever combos. In your fifth battle, your opponent will try to poison her own Ursaring to use the Guts/Facade combo that will make the Pokémon a KO'ing machine. Put a Fighting-type in your opening line-up and take it out fast! The ninth battle may be the toughest of all; it involves heavy use of the Earthquake/Protect combo. You'll need Flying-types to get through it, especially ones with Water-, Grass- or Bug-type attacks to KO Tyranitar.

PSYCHIC

Fighting- and Poison-type foes are among the most common in this round, and often the most dangerous. A good Psychic-type Pokémon is effective in a front position.

FIGHTING

Fighting-type moves will rarely lack a target in this round. Normal-type Ursaring, Rock-type Tyranitar and a host of Dark-type Pokémon are major threats.

FLYING

Flying-type Pokémon are important, mostly to break the Earthquake combo in Battle 9. They'll also come in handy against Fighting-, Bug- and Grass-types.

ELECTRIC

There are 11 Water-type Pokémon and eight Flying-type Pokémon in this round. They're not the most difficult of foes, but you have to respect their numbers.

ICE

Ice-type moves will come in handy against Flying- and Grass-types, and the two Dragon-type Pokémon. Just beware of the Rock- and Fighting-type foes you'll face.

NUMBER OF TYPES YOU'LL FACE

NORMAL	7	FIGHTING	1	ROCK	1
FIRE	2	POISON	4	GHOST	-
WATER	3	GROUND	1	DRAGON	-
ELECTRIC	8	FLYING	8	DARK	3
GRASS	6	PSYCHIC	9	STEEL	1
ICE	-	BUG	2		

NUMBER OF TYPES YOU'LL FACE

NORMAL	4	FIGHTING	5	ROCK	5
FIRE	1	POISON	5	GHOST	-
WATER	11	GROUND	3	DRAGON	2
ELECTRIC	-	FLYING	8	DARK	6
GRASS	6	PSYCHIC	3	STEEL	-
ICE	2	BUG	5		

Area 9: Mt. Battle—Recommended Attack & Pokémon Types

You'll notice a lot of the Trainers in this area like using skills such as Earthquake and Explosion, and often try to complement these skills with Protect. This makes for a particularly tough battle with trainer #89, who has a full roster of six Pokémon: a couple of successful Explosions could leave you seriously outnumbered! It is important to use quick Pokémon with a type advantage (Water-type Pokémon especially) to KO these Pokémon before they can KO you.

WATER

By and large, the Earthquake, Selfdestruct and Explosion moves will come from Rock- and Ground-type Pokémon that can be KO'd with moves like Hydro Pump.

GRASS

Grass is your plan B against Rock- and Ground-types, and also comes in handy against the handful of Ground-and-Water-types you'll face.

FLYING

There are almost no Electric-type Pokémon here, and the Rock-types mainly use Ground-type moves. Bring a Flying-type to survive Earthquakes.

FIGHTING

Fighting is yet another type that is strong against Rock-type Pokémon, and has the added bonus of beating a handful of difficult Steel-type Pokémon, as well.

ELECTRIC

While Ground- and Rock-types beat Electric-types, they appear mostly in later rounds. Use an Electric-type Pokémon in the Water-types-heavy early battles, then switch it out.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	1	ROCK	8
FIRE	2	POISON	4	GHOST	1
WATER	9	GROUND	7	DRAGON	1
ELECTRIC	1	FLYING	4	DARK	-
GRASS	2	PSYCHIC	3	STEEL	5
ICE	2	BUG	3		

Area 10: Mt. Battle—Recommended Attack & Pokémon Types

Will the Earthquakes never cease? And the answer is... no. All but two of the Trainers in this area have a Pokémon capable of using Earthquake, and most have more. Later Trainers are quite fond of Explosion as well. Bring a fair number of Flying-types, a Ghost-type and any Pokémon that knows Protect. In later fights, assume any Pokémon that can self-destruct will. Check to see which Pokémon has Protect and which doesn't, then focus all your attacks on the one that doesn't.

FLYING

Any type that can get a free pass against Earthquake is great here. Ideally, bring a Flying-type Pokémon with attacks that are powerful enough to get one-hit KO's.

GHOST

Selfdestruct and Explosion are both Normal-type attacks, so Ghosts are nearly indestructible in fights like Battle 99, in which Explosions are more common than Earthquakes.

FIRE

Although Fire-type Pokémon have a lot of vulnerabilities here, a Fire-type-Pokémon-powered Fire Blast is one of the few things that can KO Steel- and Ice-type Pokémon.

DRAGON

If your Dragon-type is faster than the Dragon-types Battlus runs, the final battle will be easy; just use Dragon Claw! Dragon-types are also good in Battles 93 and 94.

ICE

Ice is good against Dragon- and Flying-type Pokémon, and a fast Ice-type attacker can often prevent an Earthquake by quickly KO'ing a Rock-type Pokémon.

NUMBER OF TYPES YOU'LL FACE

NORMAL	6	FIGHTING	5	ROCK	5
FIRE	4	POISON	1	GHOST	2
WATER	12	GROUND	5	DRAGON	5
ELECTRIC	4	FLYING	10	DARK	5
GRASS	7	PSYCHIC	4	STEEL	3
ICE	2	BUG	4		

Rewards for your effort

The greatest reward you'll receive in Mt. Battle is a mountain of EXP, but you won't exactly walk away empty-handed. Clearing Area 7 will earn you 1,500 Poké Coupons and TM 04 (Calm Mind). Area 8 is worth 1,600 Poké Coupons and TM 08 (Bulk Up). The prize for Area 9 is 1,700 Poké Coupons and TM 40, which contains the excellent Flying-type Aerial Ace move. The final battle is worth 2,000 Poké Coupons. If you beat all 100 Trainers in Mt. Battle, you'll receive a Chikorita, a Cyndaquil or a Totodile; see pages 158-160 for details.



Trainers and Pokémon Mt. Battle: Area 7

Battle 61: Chaser Melin



Swellow ♀ TYPE: **NRM-FLY**

LEVEL: 57

ABILITY: GUTS

QUICK ATTACK	NRM	RETURN	NRM
AERIAL ACE	FLY	ENDAVOR	NRM

Golbat ♂ TYPE: **PSN-FLY**

LEVEL: 58

ABILITY: INNER FOCUS

TOXIC	GRD	CONFUSE RAY	GRD
POISON FANG	PSN	AIR CUTTER	FLY

Murkrow ♀ TYPE: **DRK-FLY**

LEVEL: 59

ABILITY: INSOMNIA

CONFUSE RAY	GRD	FAINT ATTACK	DRK
SHUNT	DRK	NIGHT SHADE	GRD

Battle 62: Hunter Gibson



Plusle ♂ TYPE: **ELC**

LEVEL: 58

ABILITY: PLUS

ENCORE	NRM	THUNDER	ELC
PROTECT	NRM	2B N DANCE	NRM

Minun ♀ TYPE: **ELC**

LEVEL: 57

ABILITY: MINUS

ENCORE	NRM	THUNDER	ELC
PROTECT	NRM	HELPING HAND	NRM

Pidgeotto ♂ TYPE: **NRM-FLY**

LEVEL: 59

ABILITY: KEEN EYE

QUICK ATTACK	NRM	FEATHERDANCE	FLY
ROOST	NRM	WING ATTACK	FLY

Dugtrio ♀ TYPE: **GRD**

LEVEL: 60

ABILITY: SAND VEIL

TRI ATTACK	NRM	ROCK SLIDE	GRD
SLASH	NRM	EARTHQUAKE	GRD

Battle 63: Newscaster Idlon



Limone ♂ TYPE: **NRM**

LEVEL: 58

ABILITY: PICKUP

SELF DORM	NRM	SLASH	NRM
REST	PSY	SHADOW BALL	GRD

Furret ♂ TYPE: **NRM**

LEVEL: 59

ABILITY: KEEN EYE

REST	PSY	DOUBLE EDGE	NRM
FOLLOW ME	NRM	HELPING HAND	NRM

Vigoroth ♂ TYPE: **NRM**

LEVEL: 60

ABILITY: VITAL SPIRIT

SLASH	NRM	COUNTER	FTG
SHADOW BALL	GRD	FOCUS PUNCH	FTG

Electabuzz ♂ TYPE: **ELC**

LEVEL: 60

ABILITY: STATIC

THUNDERBOLT	ELC	SCREECH	NRM
BECK BREAK	FTG	SHIFT	NRM

Battle 64: Chaser Hobol



Ninjask ♂ TYPE: **BUG-FLY**

LEVEL: 58

ABILITY: SPEED BOOST

SILVER WIND	BUG	SLASH	NRM
DOUBLE TEAM	NRM	SHADOW DANCE	NRM

Jumpluff ♀ TYPE: **GRS-FLY**

LEVEL: 59

ABILITY: CHLOROPHYLL

VEGA DOL N	GRS	LEECH SEED	GRS
ENCORE	NRM	SLEEP POWDER	GRS

Medicham ♀ TYPE: **FTG-PSY**

LEVEL: 60

ABILITY: PURE POWER

HI JUMP KICK	FTG	HIDDEN POWER	NRM
DEFECT	FTG	ROCK TOMB	GRD

Raichu ♀ TYPE: **ELC**

LEVEL: 61

ABILITY: STATIC

QUICK ATTACK	NRM	ENCORE	NRM
THUNDERBOLT	ELC	THUNDER WAVE	ELC

Battle 65: Chaser Keller



Crobat	♂	TYPE: PSN-FLY
LEVEL: 59		
ABILITY: INNER FOCUS		
HAZEL	ICE	SHADOW BALL GMD
POISON FANG	PSN	AIR CUTTER FLY



Manectric	♀	TYPE: ELC
LEVEL: 60		
ABILITY: LIGHTNING ROD		
BITE	DRG	THUNDER WAVE ELC
THUNDER	ELC	SEER NRM



Sceptile	♂	TYPE: GRS
LEVEL: 60		
ABILITY: OVERGROW		
QUICK ATTACK	NRM	DRAGON CLAW DRG
LEAF SLASH	GRS	DETECT



Electrode		TYPE: ELC
LEVEL: 61		
ABILITY: STATIC		
MIRROR COAT	PSY	THUNDERBOLT ELC
EXPLOSION	NRM	LIGHT SCREEN PSY



Stannite		TYPE: WTR PSY
LEVEL: 61		
ABILITY: NATURAL CURE		
PSYCHIC	PSY	RECOVER NRM
HYDRO PUMP	WTR	COISM. C. POWER PSY

Battle 66: Fun Old Man Ebilo



Roselia	♀	TYPE: GRS-PSN
LEVEL: 57		
ABILITY: NATURAL CURE		
SLUDGE BOMB	PSN	LEECH SEED GRS
POISON DANCE	GRS	SWEET SCENT NRM



Spinda	♂	TYPE: NRM
LEVEL: 58		
ABILITY: OWN TEMPO		
HYPERFES	PSY	SHADOW BALL GMD
DOUBLE EDGE	NRM	FEETLE DANCE NRM



Beautifly	♂	TYPE: BUG-FLY
LEVEL: 58		
ABILITY: SWARM		
SILVER WIND	BUG	ATTRACT NRM
COCA COIN	GRS	ENGINE NRM

Battle 67: Matron Tulon



Golduck	♂	TYPE: WTR
LEVEL: 58		
ABILITY: DAMP		
HYDRO PUMP	WTR	DISABLE NRM
RAIN DANCE	WTR	CONFUSION PSY



Ampharos	♂	TYPE: ELC
LEVEL: 59		
ABILITY: STATIC		
FIRE PUNCH	FIRE	LIGHT SCREEN PSY
THUNDER	ELC	COTTON SPORE GRS



Gorebyss	♂	TYPE: WTR
LEVEL: 59		
ABILITY: SWIFT SWIM		
PSYCHIC	PSY	AGGRESSIA PSY
HYDRO PUMP	WTR	RAIN DANCE WTR



Magnetron		TYPE: ELC-STL
LEVEL: 60		
ABILITY: MAGNET PULL		
TRI ATTACK	NRM	METAL SOUND STL
THUNDER	ELC	THUNDER WAVE ELC

Battle 68: Curmudgeon Okor



Gloom	♀	TYPE: GRS-PSN
LEVEL: 58		
ABILITY: CHLOROPHYLL		
PETAL DANCE	GRS	SUNNY DAY FIRE
MOONLIGHT	NRM	STUN SPORE GRS



Sunflora	♂	TYPE: GRS
LEVEL: 59		
ABILITY: CHLOROPHYLL		
FLARE	NRM	SUNNY DAY FIRE
SOLARBEAM	GRS	GRASSWHISPER GRS



Vileplume	♂	TYPE: GRS-PSN
LEVEL: 60		
ABILITY: CHLOROPHYLL		
SLUDGE BOMB	PSN	STUN SPORE GRS
MOONLIGHT	NRM	SOLARBEAM GRS

Battle 69: Casual Guy Ebzor



Kirlia	♀	TYPE:	PSY
LEVEL: 58			
ABILITY: SYNCHRONIZE			
DEFAM EATER	PSY	THUNDERBOLT	ELC
HYPODUS	PSY	CALM MIND	PSY



Kadabra	♀	TYPE:	PSY
LEVEL: 60			
ABILITY: SYNCHRONIZE			
RECOVER	PSY	REFLECT	PSY
PSYCHIC	PSY	THUNDER WAVE	ELC



Girafarig	♂	TYPE:	NRM-PSY
LEVEL: 59			
ABILITY: INNER FOCUS			
POKEMAN	PSY	STOMP	NRM
THUNDERBOLT	ELC	CRUNCH	GRK



Lunatone		TYPE:	RCK-PSY
LEVEL: 61			
ABILITY: LEVITATE			
PUNCK	PSY	HYPODUS	PSY
ICE BEAM	ICE	COSMIC POWER	PSY

Battle 70: Area Leader Nocon



Gardevoir	♀	TYPE:	PSY
LEVEL: 59			
ABILITY: TRACE			
PSYCHIC	PSY	CALM MIND	PSY
ICE PUNCH	ICE	SHADOW BALL	GRD



Espeon	♀	TYPE:	PSY
LEVEL: 60			
ABILITY: SYNCHRONIZE			
CALM MIND	PSY	DATE	GRD
PSYCHIC	PSY	LIGHT SCREEN	PSY



Alakazam	♀	TYPE:	PSY
LEVEL: 61			
ABILITY: INNER FOCUS			
CALM MIND	PSY	ENCORE	NRM
PSYCHIC	PSY	THUNDERPUNCH	ELC



Typhlosion	♀	TYPE:	FIRE
LEVEL: 66			
ABILITY: BLAZE			
OLCK ATTACK	NRM	THUNDERPUNCH	ELC
FLAMETHROWER	FIRE	CRUSH CLAW	NRM



Houndoom	♂	TYPE:	DARK-FIRE
LEVEL: 61			
ABILITY: FLASH FIRE			
FLAMETHROWER	FIRE	BOAR	NRM
CRUNCH	GRK	SLUDGE BOMB	PSN

Trainers and Pokémon
Mt. Battle: Area 8

Battle 71: Sailor Ordes



Dustox	♀	TYPE:	BUG-PSN
LEVEL: 62			
ABILITY: SHIELD DUST			
TOXIC	PSN	LIGHT SCREEN	PSY
SILVER WIND	BUG	SUBSTITUTE	NRM



Ledian	♀	TYPE:	BUG-FLY
LEVEL: 63			
ABILITY: SWARM			
DOUBLE EDGE	NRM	BATON PASS	NRM
AGILITY	PSY	SWORDS DANCE	NRM



Kecleon	♂	TYPE:	NRM
LEVEL: 62			
ABILITY: COLOR CHANGE			
ANC. ENTPOWER	RCK	SCREECH	NRM
SUBSTITUTE	NRM	DOUBLE TEAM	NRM

Battle 72: Navigator Ovon



Lombre	♀	TYPE:	WTR-GRS
LEVEL: 63			
ABILITY: SWIFT SWIM			
RAKE OUT	NRM	MEGA DRAIN	GRS
ICE PUNCH	ICE	HYDRO PUMP	WTR



Tentacool	♂	TYPE:	WTR-PSN
LEVEL: 62			
ABILITY: LIQUID Ooze			
HYDRO PUMP	WTR	BARRIER	PSY
SCREECH	NRM	SLUDGE BOMB	PSN



Mantine	♂	TYPE:	WTR-FLY
LEVEL: 63			
ABILITY: WATER ABSORB			
CONFUSE RAY	GRK	WING ATTACK	FLY
WATER PULSE	WTR	RAIN DANCE	WTR

Battle 73: Bodybuilder Adeson



Bellossom ♂	TYPE: GRX
LEVEL: 64	
ABILITY: CHLOROPHYLL	
PETAL DANCE	GRX
SOLARBEAM	GRX
MOONLIGHT	NRM
SUNNY DAY	FIRE



Togetic ♀	TYPE: NRM-FLY
LEVEL: 64	
ABILITY: SERENE GRACE	
FOLLOW ME	NRM
ENCORE	NRM
WISH	NRM
ATTRACT	NRM



Hitmontop ♂	TYPE: FTG
LEVEL: 63	
ABILITY: INTIMIDATE	
TRIPLE KICK	FTG
DETECT	FTG
COUNTER	FTG
100% DODGE	GRD



Altaria ♀	TYPE: DRG-FLY
LEVEL: 63	
ABILITY: NATURAL CURE	
DRAGON CLAW	DRG
PERISH SONG	NRM
DRAGON DANCE	DRG
SKY ATTACK	FLY

Battle 74: Bodybuilder Rabit



Claydol	TYPE: GHO-PSY
LEVEL: 64	
ABILITY: LEVITATE	
ANC. MTPWR	PSY
WIND-UP	PSY
ROCK TOMB	ROK
DRG	GRD



Grumpig ♂	TYPE: PSY
LEVEL: 64	
ABILITY: OATH TEMPO	
PSYCHIC	PSY
CONFUSE RAY	GRD
BOUNCE	FLY
TOXIC	PSN



Cradily ♀	TYPE: RCK-GRS
LEVEL: 64	
ABILITY: SUCTION CUP	
CONFUSE RAY	GRD
ANC. MTPWR	PSN
WIND-UP	PSY



Tentacool ♀	TYPE: WTR-PSN
LEVEL: 63	
ABILITY: CLEAR BODY	
HYDRO PUMP	WTR
SCREECH	NRM
SUPERSONIC	NRM
WATER PULSE	WTR

Battle 75: Cooltrainer Noxon



Umbreon ♂	TYPE: DRK
LEVEL: 64	
ABILITY: SYNCHRONIZE	
CONFUSE RAY	GRD
SCREECH	NRM
RAIN DANCE	WTR
RAINY ATTACK	DRK



Ludicolo ♀	TYPE: WTR-GRS
LEVEL: 64	
ABILITY: SWIFT SWIM	
FAKE OUT	NRM
GIGA DRAIN	GRS
RAIURE POWER	NRM



Milotic ♂	TYPE: WTR
LEVEL: 64	
ABILITY: MARVEL SCALE	
HYDRO PUMP	WTR
RECOVER	NRM
ATTRACT	NRM
WIND-UP	PSY



Articuno	TYPE: ICE-FLY
LEVEL: 64	
ABILITY: PRESSURE	
ICE BEAM	ICE
ICE FANG	ICE
SHIVER COLD	ICE
WATER PULSE	WTR



Regice	TYPE: ICE
LEVEL: 64	
ABILITY: CLEAR BODY	
LOCK-ON	NRM
ICE BEAM	ICE
ICY WIND	ICE
200% CANNON	ELC

Battle 76: Worker Releo



Ursaring ♂	TYPE: NRM
LEVEL: 61	
ABILITY: GUTS	
THRASH	NRM
PARADE	NRM
SLASH	NRM
PAINT ATTACK	DRK



Qwilfish ♀	TYPE: WTR-PSN
LEVEL: 60	
ABILITY: POISON POINT	
HYDRO PUMP	WTR
PESTY BOND	GRD
TAKE DOWN	NRM
TOXIC	PSN



Ariados ♂	TYPE: BUG-PSN
LEVEL: 60	
ABILITY: SWARM	
SLUDGE BOMB	PSN
STRING SHOT	BUG
PSYCHIC	PSY
RIGHT SHIELD	GRD

Trainers and Pokémon

Orre Colosseum: Round 3

Battle 1: Chaser Navu



Sharpedo ♂ TYPE: WTR-DRK
LEVEL: 60 / ABILITY: ROUGH SKIN
ITEM: BRIGHT POWDER
CRUNCH DRZ PROTECT NRM
ICE BEAM ICE HYPER PUMP WTR



Victreebel ♀ TYPE: GR5-PSN
LEVEL: 60 / ABILITY: CHLOROPHYLL
ITEM: LAX INCENSE
MAGICAL LEAF GR5 / SLEEP POWDER GR5
SLIDE BEAM PSN / PROTECT NRM



Hitmonlee ♂ TYPE: FGC
LEVEL: 60 / ABILITY: LIMBER
ITEM: SALAC BERRY
SEVERAL FGC / ENDURE NRM
EARTHQUAKE GRD / ROCK TOUR RCK



Golem ♂ TYPE: RCK-GRD
LEVEL: 60 / ABILITY: ROCK HEAD
ITEM: LEFTOVERS
DOUBLE EDGE NRM / PROTECT NRM
EARTHQUAKE GRD / ROCK BLAST RCK



Zangoose ♀ TYPE: NRM
LEVEL: 60 / ABILITY: IMMUNITY
ITEM: LICH BERRY
FLAR NRM / ENDURE NRM
SHADOW BALL GRD / CHLASH CLAW NRM



Nidoqueen ♀ TYPE: PSN-GRD
LEVEL: 60 / ABILITY: POISON POINT
ITEM: QUICK CLAW
SLUDGE BOMB PSN / EARTHQUAKE GRD
SHADOW BALL GRD / SUPERPOWER FGC

Battle 2: Chaser Pixen



Nidoking ♂ TYPE: PSN-GRD
LEVEL: 60 / ABILITY: POISON POINT
ITEM: QUICK CLAW
SLUDGE BOMB PSN / SHADOW BALL GRD
BODY SLAM NRM / AEGARDEN BUG



Fearow ♀ TYPE: NRM-FLY
LEVEL: 60 / ABILITY: KEEN EYE
ITEM: -
THUNDERBOLT NRM / STEEL WING STL
DRILL PECK NRM / ATTRACT NRM



Magmar ♂ TYPE: FIRE
LEVEL: 60 / ABILITY: FLAME BODY
ITEM: FOCUS BAND
FLAMETHROWER FIRE / THUNDERPUNCH ELC
PSYCHIC PSY / COMUSE RAY GRD



Jynx ♀ TYPE: ICE-PSY
LEVEL: 60 / ABILITY: OBVIOUS
ITEM: LAX INCENSE
LOVEY KISS NRM / ICE BEAM ICE
FAKE OUT NRM / ICE CREAM EATER PSY



Politoed ♀ TYPE: WTR
LEVEL: 60 / ABILITY: DAMP
ITEM: LUM BERRY
ICE BEAM ICE / HYPER PUMP WTR
PSYCHIC PSY / SHAGGER NRM



Armaldo ♂ TYPE: RCK-BUG
LEVEL: 60 / ABILITY: BATTLE ARMOR
ITEM: LEFTOVERS
BODY SLAM NRM / ROCK BLAST RCK
BRICK BREAK FGC / BUG EID

Semifinal: Chaser Daks



Scizor ♂ TYPE: BUG-STL
LEVEL: 60 / ABILITY: SWARM
ITEM: QUICK CLAW
SILVER WIND BUG / SECRET POWER NRM
SERIAL KICK FLY / STEEL WING STL



Arcanine ♂ TYPE: FIRE
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: WHITE HERB
EXTREMESPEED NRM / OVERHEAT FIRE
CRUNCH DRZ / PROTECT NRM



Electabuzz ♀ TYPE: ELC
LEVEL: 60 / ABILITY: STATIC
ITEM: BRIGHT POWDER
THUNDERBOLT ELC / PROTECT NRM
ICE PUNCH ICE / FIRE PUNCH FIRE



Walrein ♀ TYPE: ICE-WTR
LEVEL: 60 / ABILITY: THICK FAT
ITEM: LEFTOVERS
ICE BEAM ICE / SHEER COLD ICE
WATERFALL WTR / ICE WIND ICE



Quagsire ♂ TYPE: WTR-GRD
LEVEL: 60 / ABILITY: DAMP
ITEM: LAX INCENSE
ANC EYEWOR RCK / BODY SLAM NRM
SLUDGE BOMB PSN / EARTHQUAKE GRD



Primeape ♂ TYPE: FGC
LEVEL: 60 / ABILITY: VITAL SPIRIT
ITEM: SCOPE LENS
LOW RCK FGC / CROSS CHOP FGC
BODY SLAM NRM / ROCK TOMB RCK

Final: Cipher Admin Gorgan



Salamence ♀ TYPE: DRG-FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: BRIGHT POWDER
DRAGON CLAW DRG / CRUNCH DRZ
FLAMETHROWER FIRE / HYPER PUMP WTR



Granbull ♀ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: QUICK CLAW
RETURN NRM / SHADOW BALL GRD
BRICK BREAK FGC / HYPER BEAM NRM



Arcanine ♂ TYPE: FIRE
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: WHITE HERB
EXTREMESPEED NRM / OVERHEAT FIRE
CRUNCH DRZ / PROTECT NRM



Tauros ♂ TYPE: NRM
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: CHESTO BERRY
RETURN NRM / HYPER BEAM NRM
EARTHQUAKE GRD / REST PSY



Hitmontop ♂ TYPE: FGC
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: LEFTOVERS
BRICK BREAK FGC / EFFECT PSY
BODY SLAM NRM / EARTHQUAKE GRD



Gyarados ♂ TYPE: WTR-FLY
LEVEL: 60 / ABILITY: INTIMIDATE
ITEM: LUM BERRY
DOUBLE EDGE NRM / ICE WIND ICE
EARTHQUAKE GRD / FULMINATE WAT ELC

Battle 77: Casual Dude Cark



Rhydon ♂	TYPE: GRT-RCK
LEVEL: 62	
ABILITY: ROCK HEAD	
DOUBLE EDGE	NRM
ROCK BLAST	RCK
MEGADRAIN	PSY
EARTHQUAKE	GRD



Solrock	TYPE: RCK-PSY
LEVEL: 61	
ABILITY: LEVITATE	
ROCK SLIDE	RCK
COSSAGE POWER	PSY
SOLARBEAM	GRS
SUNNY DAY	FTG



Dodrio ♂	TYPE: NRM-FLY
LEVEL: 61	
ABILITY: EARLY BIRD	
DRILL PECK	FLY
ABILITY	PSY
TRI ATTACK	NRM
REST	PSY

Battle 78: Beauty Minot



Mightyena ♀	TYPE: DRK
LEVEL: 62	
ABILITY: INTIMIDATE	
SHADOW BALL	GRD
SCARY FACE	NRM
BITE	DRK
SWAGGER	NRM



Sharpedo ♀	TYPE: WTR-DRK
LEVEL: 61	
ABILITY: ROUGH SKIN	
SMOGER	DRK
CRUNCH	GRD
SCREECH	NRM
HYDRO PUMP	WTR



Shiftry ♂	TYPE: GRS-DRK
LEVEL: 62	
ABILITY: CHLOROPHYLL	
PLANT ATTACK	DRK
EXTRASENSORY	PSY
TOXICENT	DRK
LEECH SEED	GRS



Crawdaunt ♀	TYPE: WTR-DRK
LEVEL: 61	
ABILITY: HYPER CUTTER	
GUILLOTINE	NRM
CRUNCH	GRD
ANCIENTPOWER	RCK
CRABHAMMER	WTR

Battle 79: Cooltrainer Lask



Breloom ♀	TYPE: GRS-FTG
LEVEL: 62	
ABILITY: EFFECT SPORE	
SPORE	GRS
BYRON CRUNCH	FTG
GIGA DRAIN	GRS
FOCUS PUNCH	FTG



Tyrankar ♂	TYPE: RCK-DRK
LEVEL: 62	
ABILITY: SAND STREAM	
CRUNCH	DRK
EARTHQUAKE	GRD
THRASH	NRM
DRAGON DANCE	DRK



Swampert ♂	TYPE: WTR-GRD
LEVEL: 62	
ABILITY: TORRENT	
ICE BEAM	RCK
PROTECT	NRM
HYDRO PUMP	WTR
EARTHQUAKE	GRD



Armaldo ♂	TYPE: RCK-BUG
LEVEL: 62	
ABILITY: BATTLE ARMOR	
PROTECT	NRM
SLASH	NRM
ANCIENTPOWER	RCK
EARTHQUAKE	GRD

Battle 80: Area Leader Naday



Blaziken ♂	TYPE: FIRE-FTG
LEVEL: 62	
ABILITY: BLAZE	
SLASH	NRM
SKY UPPER CUT	FTG
BLAZE KICK	FIRE
BULK UP	FTG



Salamence ♂	TYPE: DRG-FLY
LEVEL: 62	
ABILITY: INTIMIDATE	
DRAGON CLAW	DRG
PROTECT	NRM
CRUNCH	DRG
FIRE BLAST	FIRE



Heracross ♂	TYPE: BUG-FTG
LEVEL: 62	
ABILITY: SWARM	
BRICK BREAK	FTG
MEGA DRAIN	BUG
BODY SLAM	NRM
BULK UP	FTG



Gyarados ♀	TYPE: WTR-FLY
LEVEL: 62	
ABILITY: INTIMIDATE	
DRAGON DANCE	DRG
THRASH	NRM
BODY SLAM	NRM
HYPER BEAM	NRM



Machop ♀	TYPE: FTG
LEVEL: 61	
ABILITY: GUTS	
CRUSH CHOP	FTG
BULK UP	FTG
ROCK TOMB	RCK
EARTHQUAKE	GRD

Trainers and Pokémon

Orre Colosseum: Round 2

Battle 1: Worker Lobel



Tyranitar ♂ TYPE: ROCK/DRAGON
LEVEL: 60 / ABILITY: SAND STREAM
ITEM: LEFTOVERS
CRUNCH DRAGON FIRE BLAST FIRE
THUNDERBOLT EARTHQUAKE PROTECT NORM



Sandslash ♀ TYPE: GROUND
LEVEL: 60 / ABILITY: SAND VEIL
ITEM: BRIGHTPOWDER
AERIAL ACE FLAY EARTHQUAKE GROUND
BRICK BREAK FLY FOCUS PUNCH PSY



Quagsire ♂ TYPE: WATER/GROUND
LEVEL: 60 / ABILITY: WATER ABSORB
ITEM: QUICK CLAW
ICE BEAM ICE THAWN NORM
EARTHQUAKE GROUND PROTECT NORM



Claydol TYPE: GROUND/PSYCHIC
LEVEL: 60 / ABILITY: LEVITATE
ITEM: LUM BERRY
PSYCHIC PSY EXPLOSION NORM
ICE BEAM ICE LIGHT SCREEN PSY



Cacturne ♂ TYPE: GRASS/DRAGON
LEVEL: 60 / ABILITY: SAND VEIL
ITEM: LAX INCENSE
GIGA DRAIN GRASS DOUBLE TEAM NORM
THUNDERBOLT EARTHQUAKE SUBSTITUTE NORM



Dugtrio ♂ TYPE: GROUND
LEVEL: 60 / ABILITY: SAND VEIL
ITEM: FOCUS BAND
SUBSTITUTE NORM DOUBLE TEAM NORM
ROCK SLIDE ROCK EARTHQUAKE GROUND

Battle 2: Casual Guy Maki



Dewgong ♀ TYPE: WATER/ICE
LEVEL: 60 / ABILITY: THICK FAT
ITEM: QUICK CLAW
FAKE OUT NORM EXCUSE NORM
ICE SHIVER COLD ICE



Kingler ♂ TYPE: WATER
LEVEL: 60 / ABILITY: SHELL ARMOR
ITEM: -
SHELLPOKE NORM REST PSY
AQUA JET PSY SLEEP TALK NORM



Dugtrio ♀ TYPE: GROUND
LEVEL: 60 / ABILITY: ARENA TRAP
ITEM: BRIGHTPOWDER
ANCIENTPOWER ROCK PROTECT NORM
EARTHQUAKE GROUND TISSUE GROUND



Nidoking ♂ TYPE: POISON/GROUND
LEVEL: 60 / ABILITY: POISON POINT
ITEM: FOCUS BAND
SLUDGE BOMB PSY HORN DRILL NORM
MEGADRAIN BUG PROTECT NORM



Pinsir ♂ TYPE: BUG
LEVEL: 60 / ABILITY: HYPER CUTTER
ITEM: SALAC BERRY
FLAIL NORM ENDURE NORM
BRICK BREAK FLY SUPER COLD NORM



Lapras ♀ TYPE: WATER/ICE
LEVEL: 60 / ABILITY: WATER ABSORB
ITEM: LEFTOVERS
ICE BEAM ICE HYPER FANG WATER
THUNDERBOLT EARTHQUAKE SLEEP TALK ICE

Semifinal: Researcher Limar



Shedinja TYPE: BUG/POISON
LEVEL: 60 / ABILITY: WONDER GUARD
ITEM: FOCUS BAND
SILVER WIND BUG SHADOW BALL GROUND
AERIAL ACE FLAY SWORDS DANCE NORM



Ditto TYPE: NORMAL
LEVEL: 60 / ABILITY: LIMBER
ITEM: METAL POWDER
TRANSFORM NORM



Hypno ♂ TYPE: PSYCHIC
LEVEL: 60 / ABILITY: INSOMNIA
ITEM: LEFTOVERS
CALM MIND PSY ICE PUNCH ICE
PSYCHIC PSY THUNDERPUNCH EARTHQUAKE



Altaria ♀ TYPE: DRAGON/FLY
LEVEL: 60 / ABILITY: NATURAL CURE
ITEM: BRIGHTPOWDER
DRAGON DANCE DRILL BODY SLAM NORM
AERIAL ACE FLAY EARTHQUAKE GROUND



Kabutops ♂ TYPE: ROCK/WATER
LEVEL: 60 / ABILITY: SWIFT SWIM
ITEM: KING'S ROCK
RAIN DANCE WATER BODY SLAM NORM
ROCK SLIDE ROCK BRICK BREAK FLY



Rapidash ♀ TYPE: FIRE
LEVEL: 60 / ABILITY: FLAME FIRE
ITEM: LAX INCENSE
SLURP BAY FIRE SOBBING GRASS
FLAMETHROWER FIRE HYPERCROSS PSY

Final: Cipher Admin Smattle



Electrode TYPE: ELECTRIC
LEVEL: 60 / ABILITY: SOUNDPROOF
ITEM: LICHEN BERRY
EXPLOSION NORM THUNDERBOLT EARTHQUAKE
LIGHT SCREEN PSY ENDURE NORM



Gengar ♀ TYPE: GHOST/PSYCHIC
LEVEL: 60 / ABILITY: LEVITATE
ITEM: SCOPE LENS
EXPLOSION NORM SLUDGE BOMB PSY
SHADOW BALL GROUND PROTECT NORM



Muk ♂ TYPE: POISON
LEVEL: 60 / ABILITY: STICK HOLD
ITEM: QUICK CLAW
RAPIDRUSH PSY EXPLOSION NORM
PROTECT NORM SUBSTITUTE NORM



Glalie ♀ TYPE: ICE
LEVEL: 60 / ABILITY: INNER FOCUS
ITEM: SALAC BERRY
EXPLOSION NORM SHADOW BALL GROUND
ICE BEAM ICE EXCUSE NORM



Regirock TYPE: ROCK
LEVEL: 60 / ABILITY: CLEAR BODY
ITEM: LAX INCENSE
EXPLOSION NORM EARTHQUAKE GROUND
ANCIENTPOWER ROCK PROTECT NORM



Regice TYPE: ICE
LEVEL: 60 / ABILITY: CLEAR BODY
ITEM: LEFTOVERS
ICE BEAM NORM THUNDERBOLT EARTHQUAKE
ICE PROTECT NORM

Trainers and Pokémon Mt. Battle: Area 9

Battle 81: Sailor Hols



Wobbuffet	♂	TYPE: PSY
LEVEL: 63		
ABILITY: SHADOW TAG		
DESTINY BOND	GHD	M. RIDE COAT
ENCORE	NRM	COUNTER



Grimmer	♀	TYPE: PSN
LEVEL: 63		
ABILITY: STICKY HOLD		
DISABLE	NRM	SHADOW PUNCH
SLUDGE DOG	PSN	SCREECH



Swalot	♂	TYPE: PSN
LEVEL: 63		
ABILITY: LIQUID Ooze		
SLUDGE BOMB	PSN	SPIT UP
SWALLOW	NRM	STOCKPILE



Exploud	♂	TYPE: NRM
LEVEL: 63		
ABILITY: SOUNDPROOF		
HYPER VOICE	NRM	REST
SUPERSONIC	NRM	HYPER BEAM

Battle 82: Bodybuilder Albah



Walimer	♀	TYPE: WTR
LEVEL: 64		
ABILITY: WATER VEIL		
WATER SPOUT	WTR	RAIN DANCE
AMNESIA	PSY	HYDRO PUMP



Azumarill	♀	TYPE: WTR
LEVEL: 64		
ABILITY: HUGE POWER		
ICE PUNCH	ICE	DOUBLE EDGE
RAIN DANCE	WTR	HYDRO PUMP



Castform	♂	TYPE: NRM
LEVEL: 64		
ABILITY: FORECAST		
WEATHER BALL	NRM	ENTER
THUNDER	ELC	WATER GUN



Walord	♀	TYPE: WTR
LEVEL: 64		
ABILITY: WATER VEIL		
WATER SPOUT	WTR	HYDRO PUMP
AMNESIA	PSY	REST

Battle 83: Casual Guy Ginner



Whiscash	♂	TYPE: WTR-GND
LEVEL: 64		
ABILITY: OBLIVIOUS		
WATER GUN	WTR	EARTHQUAKE
FUTURE SIGHT	PSY	PROTECT



Shedinja		TYPE: BUG-GHO
LEVEL: 64		
ABILITY: WONDER GUARD		
SHADOW BALL	GHD	CONFUSE RAY
AERIAL ACE	FLY	FURY SHIPES



Lanturn	♂	TYPE: WTR-ELC
LEVEL: 64		
ABILITY: VOLT ABSORB		
SPARK	ELC	PROTECT
CONFUSE RAY	GHD	HYDRO PUMP



Quagsire	♀	TYPE: WTR-GRD
LEVEL: 65		
ABILITY: WATER ABSORB		
ANCIENT POWER	RCK	YAWN
HYDRO SHOT	GRD	EARTHQUAKE

Battle 84: Rider Copin



Glalie	♀	TYPE: ICE
LEVEL: 66		
ABILITY: INNER FOCUS		
CRUNCH	DRK	PROTECT
ICE BEARD	ICE	POUNCE



Tropius	♀	TYPE: GRN-FLY
LEVEL: 66		
ABILITY: CHLOROPHYLL		
SWEET SCENT	NRM	EARTHQUAKE
MAGIC COAT	GRN	SOLAR BEAM



Walrein	♂	TYPE: WTR-ICE
LEVEL: 66		
ABILITY: THICK FAT		
ICE BEARD	ICE	ENCORE
CONFUSE RAY	GRD	PROTECT



Dunsparce	♂	TYPE: NRM
LEVEL: 66		
ABILITY: SERENE GRACE		
TAKE DOWN	NRM	SCREECH
YAWN	NRM	SCALD

Battle 89: Supertrainer Nimblis



Weezing	♀	TYPE: PSN
LEVEL: 64		
ABILITY: LEVITATE		
MOVES: GIGA DRAIN, SLASH, ICE CRYSTAL, NIMB		



Pineco	♀	TYPE: BUG
LEVEL: 60		
ABILITY: STURDY		
EXPLOSION, NIMB, SPIKES, GIG, DOUBLE-EDGE, NIMB, PROTECT, NIMB		



Seedot	♀	TYPE: GRS
LEVEL: 63		
ABILITY: CHLOROPHYLL		
EXPLOSION, NIMB, FIRE, PROTECT, NIMB, SUNNY DAY, NIMB		



Sudowoodo	♀	TYPE: RCK
LEVEL: 63		
ABILITY: ROCK HEAD		
EXPLOSION, NIMB, MIMIC, NIMB, DOUBLE-EDGE, NIMB, BLOCK, NIMB		



Graveler	♀	TYPE: RCK GRD
LEVEL: 63		
ABILITY: STURDY		
EXPLOSION, NIMB, GIG BREAK, FLY, DOUBLE-EDGE, NIMB, EARTHQUAKE, GIG		



Nosepass	♀	TYPE: RCK
LEVEL: 63		
ABILITY: STURDY		
EXPLOSION, NIMB, BLOCK, NIMB, ZAP CANNON, ETC, LOCK-ON, NIMB		

Battle 90: Area Leader Ragen



Regirock		TYPE: RCK
LEVEL: 67		
ABILITY: CLEAR BODY		
ANC ENTPOWER, RCK, SUPERPOWER, FLY, EARTHQUAKE, GIG, HYPER BEAM, NIMB		



Aggron	♀	TYPE: STL-RCK
LEVEL: 67		
ABILITY: ROCK HEAD		
DOUBLE-EDGE, NIMB, PROTECT, NIMB, AERIAL ACE, FLY, HIGH TAIL, STL		



Metagross		TYPE: STL-PSY
LEVEL: 67		
ABILITY: CLEAR BODY		
NEURAL ACE, FLY, SHADOW BALL, GIG, METEOR MASH, STL, PSYCHIC, PSY		



Gligar	♀	TYPE: GIGD-FLY
LEVEL: 65		
ABILITY: SAND VEIL		
GUILLOTINE, NIMB, HYPER BEAM, NIMB, AERIAL ACE, FLY, PROTECT, NIMB		



Skarmory	♀	TYPE: STL-FLY
LEVEL: 65		
ABILITY: KEEN EYE		
SANDSTORM, RCK, AERIAL ACE, FLY, SPIKES, GIG, WHIRLWIND, NIMB		

Trainers and Pokémon Mt. Battle: Area 10

Battle 91: Researcher Newin



Ludicolo	♂	TYPE: WTR-GRS
LEVEL: 66		
ABILITY: SWIFT SWIM		
ICE BEAM, ICE, HYDRO PUMP, WTR, GIGA DRAIN, GIG, THUNDERPUNCH, ETC		



Kingdra	♀	TYPE: WTR-DRG
LEVEL: 66		
ABILITY: SWIFT SWIM		
ICE BEAM, ICE, HYDRO PUMP, WTR, DRAGONBREATH, WTR, RAIN DANCE, WTR		



Gorebyss	♀	TYPE: WTR
LEVEL: 66		
ABILITY: SWIFT SWIM		
PSYCHIC, PSY, HYDRO PUMP, WTR, ICE BEAM, ICE, RAIN DANCE, WTR		



Huntail	♂	TYPE: WTR
LEVEL: 66		
ABILITY: SWIFT SWIM		
CRUISING, GIG, HYDRO PUMP, WTR, ICE BEAM, ICE, RAIN DANCE, WTR		



Lanturn	♂	TYPE: WTR-ELC
LEVEL: 66		
ABILITY: VOLT ABSORB		
HYDRO PUMP, WTR, CONFUSE RAY, GIG, THUNDER, ETC, RAIN DANCE, WTR		



Milotic	♀	TYPE: WTR
LEVEL: 66		
ABILITY: MARVEL SCALE		
ICE BEAM, ICE, GIGA DRAIN, WTR, HYDRO PUMP, WTR, RECOVER, NIMB		

Battle 92: Fun Old Man Roben



Tyranitar	♂	TYPE: RCK-DRK
LEVEL: 66		
ABILITY: SAND STREAM		
COUNTO, GIG, EARTHQUAKE, NIMB, ROCK SL, DR, RCK, PROTECT, NIMB		



Cacturne	♂	TYPE: GRS-DRK
LEVEL: 66		
ABILITY: SAND VEIL		
FIGHT ATTACK, GIG, TECH SPEED, GRS, NEERFUL ARM, NIMB, DOUBLE TEAM, NIMB		



Sandlash	♀	TYPE: GRD
LEVEL: 66		
ABILITY: SAND VEIL		
BRICK BREAK, FLY, EARTHQUAKE, GIG, BRILLIANT CLING, NIMB, SANDSTORM, RCK		



Gligar	♀	TYPE: GRD-FLY
LEVEL: 66		
ABILITY: SAND VEIL		
AERIAL ACE, FLY, EARTHQUAKE, GIG, SAND-ATTACK, CRD, GUILLOTINE, NIMB		



Aggron	♂	TYPE: STL-RCK
LEVEL: 66		
ABILITY: ROCK HEAD		
DOUBLE-EDGE, NIMB, PROTECT, NIMB, HIGH TAIL, STL, ROCK TOMB, RCK		

Battle 85: Bodybuilder Koren



Hariyama ♀ TYPE: FTG
 LEVEL: 67
 ABILITY: THICK FAT
 BELLY DRUM NRM SEismic TOSS FTG
 ARM THRUST FTG ICE PUNCH ICE



Slaking ♂ TYPE: NRM
 LEVEL: 67
 ABILITY: TRUANT
 HYPER BEAM NRM ENCORE NRM
 COUNTER FTG COVERT NRM



Wigglytuff ♀ TYPE: NRM
 LEVEL: 67
 ABILITY: CUTE CHARM
 SHADOW BALL GRD HYPER VOICE NRM
 SING NRM POWER UP NRM

Battle 86: Casual Dude Laks



Clamperl ♀ TYPE: WTR
 LEVEL: 63
 ABILITY: GRILL ARMOIR
 BON DEFENSE STL DIVE WTR
 WHIRLPOOL WTR CLAMP WTR



Forretress ♀ TYPE: BUG-STL
 LEVEL: 63
 ABILITY: STURDY
 DOUBLE EDGE NRM EXPLOSION NRM
 PROTECT NRM EARTHQUAKE GRD



Rhyhorn ♂ TYPE: GRD-RCK
 LEVEL: 63
 ABILITY: LIGHTNINGROD
 MEGAHORN BUG CRUSH CLAW NRM
 ROCK BLAST GRD EARTHQUAKE GRD



Pelipper ♀ TYPE: WTR-FLY
 LEVEL: 63
 ABILITY: KEEN EYE
 ICE BEAM ICE PROTECT NRM
 WING ATTACK FLY HYDRO PUMP WTR

Battle 87: Chaser Kippen



Shelgon ♂ TYPE: DRG
 LEVEL: 64
 ABILITY: ROCK HEAD
 DOUBLE EDGE NRM BITE DRG
 DRAGONBREATH DRG HEADBUTT NRM



Magcargo ♀ TYPE: FIRE-RCK
 LEVEL: 64
 ABILITY: FLAME BODY
 FLAMETHROWER FIRE BODY SLAM NRM
 YAWN NRM ROCK SLIDE RCK



Metang TYPE: STL-PSY
 LEVEL: 64
 ABILITY: CLEAN BODDY
 AERIAL ACE FLY METEOR MASH STL
 AGILITY PSY HYPER BEAM NRM



Torkoal ♀ TYPE: FIRE
 LEVEL: 64
 ABILITY: WHITE SMOKE
 HELT WADE FIRE BODY SLAM NRM
 FLAMETHROWER FIRE SLUDGE BOMB PSN



Koffing ♀ TYPE: PSN
 LEVEL: 64
 ABILITY: LEVITATE
 MUERTO DRX TOXIC PSN
 DESTINY BOND DRD SUGARSCREEN NRM

Battle 88: Hunter Nasom



Sandslash ♀ TYPE: GRD
 LEVEL: 65
 ABILITY: SAND VEIL
 SANDSTORM RCK EARTHQUAKE GRD
 SAND TOMB GRD SAND-ATTACK GRD



Golenn ♀ TYPE: RCK-GRD
 LEVEL: 65
 ABILITY: ROCK HEAD
 DOUBLE EDGE NRM EARTHQUAKE GRD
 BRICK BREAK FTG SELF-DESTRUCT NRM



Miltank ♀ TYPE: NRM
 LEVEL: 67
 ABILITY: THICK FAT
 PROTECT NRM DOUBLE TEAM NRM
 BODY SLAM NRM MILK DRINK NRM

Battle 93: Chaser Rilltan



Espeon ♀ TYPE: PSY

LEVEL: 67

ABILITY: SYNCHRONIZE

PSYCHIC PSY SAGRIE NRM
BITE DRZ CULM MIND PSY

Entei TYPE: FIRE

LEVEL: 67

ABILITY: PRESSURE

WATERFALL NRM FIRE BLAST FIRE
BITE DRZ SWAGGER NRM

Raikou TYPE: ELC

LEVEL: 67

ABILITY: PRESSURE

QUICK ATTACK NRM CLASH DRZ
THUNDERBOLT ELC REFLECT PSY

Umbreon ♂ TYPE: DRK

LEVEL: 67

ABILITY: SYNCHRONIZE

CONFUSE RAY DRK FAINT ATTACK DRK
HELPING HAND NRM ATTRACT NRM

Suicune TYPE: WTR

LEVEL: 67

ABILITY: PRESSURE

WATERFALL WTR BITE DRK
ICE BEAM ICE CALM MIND PSY

Battle 94: Bodybuilder Solog



Sceptile ♂ TYPE: GRG

LEVEL: 67

ABILITY: OVERGROW

LEAF BLADE GRG CRUNCH DRZ
DETECT DRZ THUNDERPUNCH ELC

Blaziken ♂ TYPE: FIRE-FTG

LEVEL: 67

ABILITY: BLAZE

SLASH NRM FIRE BLAST FIRE
THUNDERPUNCH ELC SKY UPPERCUT FTG

Feraligatr ♂ TYPE: WTR

LEVEL: 67

ABILITY: TORRENT

BRICK BREAK FTG HYDRO PUMP WTR
SLASH NRM EARTHQUAKE GRD

Swampert ♀ TYPE: WTR-GRD

LEVEL: 67

ABILITY: TORRENT

ICE BEAM ICE PROTECT NRM
HYDRO PUMP WTR EARTHQUAKE DRZ

Meganium ♀ TYPE: GRG

LEVEL: 67

ABILITY: OVERGROW

BODY SLAM NRM LIGHT SCREEN PSY
REFLECT PSY LETCH SEED GRG

Typhlosion ♀ TYPE: FIRE

LEVEL: 67

ABILITY: BLAZE

THUNDERPUNCH ELC PROTECT NRM
FIRE BLAST FIRE SMOKE SCREEN NRM

Battle 95: Worker Saken



Gyarados ♂ TYPE: WTR-FLY

LEVEL: 68

ABILITY: INTIMIDATE

DRAGON DANCE DRZ ENDURE NRM
FLAIL NRM EARTHQUAKE GRD

Starmie TYPE: WTR-PSY

LEVEL: 68

ABILITY: NATURAL CURE

ICE BEAM ICE HYDRO PUMP WTR
THUNDERBOLT ELC PROTECT NRM

Manectric ♀ TYPE: ELC

LEVEL: 68

ABILITY: LIGHTNING ROD

CRUNCH DRZ RAIN DANCE WTR
THUNDER ELC PROTECT NRM

Rhydon ♂ TYPE: GRD-RCK

LEVEL: 68

ABILITY: LIGHTNING ROD

ROCK DANCE DRZ ROCK BLAST RCK
EARTHQUAKE GRD PROTECT NRM

Mantine ♀ TYPE: WTR-FLY

LEVEL: 68

ABILITY: SWIFT SWIM

CONFUSE RAY DRZ HYDRO PUMP WTR
WIND ATTACK FTG RAIN DANCE WTR

Battle 96: Newscaster Sivil



Ninjask ♂ TYPE: BUG-FLY

LEVEL: 68

ABILITY: SPEED BOOST

SWITCH DANCE NRM SLASH PASS NRM
PROTECT NRM SILVER WIND DRZ

Armaldo ♂ TYPE: RCK-BUG

LEVEL: 68

ABILITY: BATTLE ARMOR

ARMOR ACE FLY ROCK BLAST RCK
BODY SLAM NRM EARTHQUAKE GRD

Ursaring ♀ TYPE: NRM

LEVEL: 68

ABILITY: GUTS

BODY SLAM NRM BRICK BREAK FTG
ARMOR ACE FLY EARTHQUAKE GRD

Togetic ♀ TYPE: NRM-FLY

LEVEL: 68

ABILITY: HUSTLE

FOLLOW ME NRM YAWN NRM
ATTRACT DRK USH NRM

Breloom ♂ TYPE: GRG-FTG

LEVEL: 68

ABILITY: EFFECT SPORE

NORM GRG SLUDGE BOMB PSN
BRICK BREAK FTG BODY SLAM NRM

Miltank ♀ TYPE: NRM

LEVEL: 68

ABILITY: THICK FAT

BODY SLAM NRM EARTHQUAKE GRD
SHADOW BALL DRZ PSYCH LP NRM

Battle 97: Cooltrainer Flostin



Crobat ♂	TYPE: PSN-FLY
LEVEL: 69	
ABILITY: INNER FOCUS	
SUBSTITUTE PSN	SHADOW BALL GND
AERIAL ACE FLY	TOXIC PSN



Swellow ♂	TYPE: NRM-FLY
LEVEL: 69	
ABILITY: GUTS	
FAÇADE NRM	TOXIC PSN
AERIAL ACE FLY	JYPPER BLAZE NRM



Heracross ♂	TYPE: BUG-FTG
LEVEL: 69	
ABILITY: GUTS	
FAÇADE NRM	MEGAHORN BUG
BRICK BREAK FTG	EARTHQUAKE GND



Hariyama ♂	TYPE: FTG
LEVEL: 69	
ABILITY: GUTS	
FAÇADE NRM	CROSS CHOP FTG
FAKE OUT NRM	ROCK TOMB RCK



Machop ♂	TYPE: FTG
LEVEL: 69	
ABILITY: GUTS	
FAÇADE NRM	COUNTER FTG
CROSS CHOP FTG	ROCK TOMB RCK

Battle 98: Cooltrainer Teti



Shiftry ♂	TYPE: GRS-DRK
LEVEL: 69	
ABILITY: CHLOROPHYLL	
FAKE OUT NRM	BRICK BREAK FTG
SHADOW BALL GND	EXPLOSION NRM



Jumpluff ♀	TYPE: GRS-FLY
LEVEL: 69	
ABILITY: CHLOROPHYLL	
SUNNY DAY FIE	ENCORE NRM
SLEEP POWDER GRS	PROTECT NRM



Houndoom ♂	TYPE: DRK-FIRE
LEVEL: 69	
ABILITY: FLASH FIRE	
FLAME WHIRL NRM	ENDURE NRM
CRUNCH RCK	REVERSAL FTG



Castform ♂	TYPE: NRM
LEVEL: 69	
ABILITY: FORECAST	
SUNNY DAY FIE	SOLARBEAM GRS
WEATHER BALL NRM	PROTECT NRM



Flygon ♀	TYPE: GRS-DRK
LEVEL: 69	
ABILITY: LEVITATE	
FIRE BLAST FIRE	SOLARBEAM GRS
EARTHQUAKE GND	PROTECT NRM

Battle 99: Supertrainer Libal



Electrode	TYPE: ELC
LEVEL: 70	
ABILITY: SOUNDPROOF	
EXPLOSION NRM	REFLECT PSY
THUNDERBOLT ELC	



Regirock	TYPE: RCK
LEVEL: 70	
ABILITY: CLEAR BODY	
EXPLOSION NRM	COUNTER FTG
ANC. ENTPOWER RCK	BODY SLAM NRM



Glalie ♂	TYPE: ICE
LEVEL: 70	
ABILITY: INNER FOCUS	
EXPLOSION NRM	CRUNCH DRK
ICY BEAM ICE	PROTECT NRM



Shedinja	TYPE: BUG-GHO
LEVEL: 70	
ABILITY: WONDER GUARD	
SILVER WIND DRG	CONFUSE RAY GND
SHADOW BALL GND	SWORDS DANCE NRM



Registeel	TYPE: STL
LEVEL: 70	
ABILITY: CLEAR BODY	
EXPLOSION NRM	EARTHQUAKE GND
SUPERPOWER FTG	PROTECT NRM



Regice	TYPE: ICE
LEVEL: 70	
ABILITY: CLEAR BODY	
EXPLOSION NRM	ICY BEAM ICE
THUNDERBOLT ELC	PROTECT NRM

Battle 100: Mt. Battle Master Battlus



Dusclops ♂	TYPE: GHO
LEVEL: 70	
ABILITY: PRESSURE	
DISPERSION PSY	ICE BEAM ICE
SHADOW BALL GND	PROTECT NRM



Latios ♂	TYPE: DRG-PSY
LEVEL: 70	
ABILITY: LEVITATE	
PSYCHIC PSY	ICE BEAM ICE
DRAGON CLAW DRG	THUNDERBOLT ELC



Latias ♀	TYPE: DRG-PSY
LEVEL: 70	
ABILITY: LEVITATE	
PSYCHIC PSY	ICE BEAM ICE
DRAGON CLAW DRG	THUNDERBOLT ELC



Salameance ♀	TYPE: DRG-FLY
LEVEL: 70	
ABILITY: INTIMIDATE	
AERIAL ACE FLY	FIRE BLAST FIRE
BODY SLAM NRM	EARTHQUAKE GND



Metagross	TYPE: STL-PSY
LEVEL: 70	
ABILITY: CLEAN BODIES	
SHADOW BALL GND	METEO MASH STL
AERIAL ACE FLY	EARTHQUAKE GND



Slaking ♂	TYPE: NRM
LEVEL: 70	
ABILITY: TRUANT	
HYPER BEAM NRM	EARTHQUAKE GND
SHADOW BALL GND	

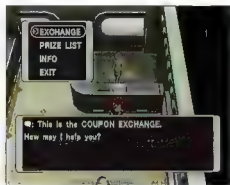
Minigames

Battle Sims and Battle Bingo offer unique challenges

In addition to the Realgam Colosseum, Realgam Tower is home to two minigames that put your Pokémon acumen to the test. You can't win EXP from either game, but you can learn some valuable lessons and pick up a few new combos. Those who persist and master these games can also score some truly fantastic prizes, some of which are available nowhere else.

A fun way to earn items and Poké Coupons

The first time you clear each Battle Simulation you'll win a prize. The lower-numbered CDs yield modest prizes, but later prizes include stunningly powerful items like Sacred Ash (from Battle CD 46). The prizes in Battle Bingo are less significant (typically Ether) but that game pays you in Poké Coupons, as well. You can take the coupons to Mt. Battle to buy held items and TMs that can be invaluable in higher-level battles. Anyone who intends to challenge Orre Colosseum will want to earn a pile of Poké Coupons first. See the chart below, listed in order of cost from 3,500 to 15,000 Poké Coupons.



Prize	Description
TM 29 (Psychic)	A powerful Psychic attack that may lower Special Defense.
TM 13 (Ice Beam)	Fires an icy-cold beam that may freeze the target.
TM 24 (Thunderbolt)	A powerful Electric attack that may cause paralysis.
TM 35 (Flamethrower)	Looses a stream of fire that may burn the target.
TM 30 (Shadow Ball)	Hurls a dark lump at the target. It may lower Special Defense.
Mental Herb	A held item that snaps Pokémon out of Infatuation.
White Herb	A held item that restores any lowered stat.
Quick Claw	A held item that occasionally allows the first strike.
Focus Band	A held item that occasionally prevents fainting.
Brightpowder	A held item that casts a glare to reduce accuracy.
King's Rock	A held item that may cause flinching when foe is hit.
Scope Lens	A held item that raises the critical-hit rate.
Choice Band	Raises a move's power, but permits only that move.
Shell Bell	A held item that restores HP upon striking a foe.
Ganlon Berry	A held item that raises Defense in a pinch.
Saltic Berry	A held item that raises Speed in a pinch.
Pelaya Berry	A held item that raises Special Attack in a pinch.
Apicot Berry	A held item that raises Special Defense in a pinch.

Poké Coupons let you buy all sorts of fantastic items in Mt. Battle, most of which are not sold anywhere else. If you have enough Poké Coupons, you can purchase any of the Mt. Battle items multiple times.

Battle Sims

Battle Sims are virtual battle simulations saved on Battle CDs. The first 32 are puzzles of a sort; the odds in the battle seem stacked against you, but if you use a precise sequence of moves in the right order, you can beat them. You can learn a lot of interesting uses for obscure moves by playing these sims! The other Battle CDs are more balanced, and simply contain flashy battles: all the Eevee evolutions versus a high-level Mew, or Lugia and Ho-Oh versus Latias and Latios, for example.

Find Battle CDs



Battle CDs are hidden throughout the game, and there are 50 in all. Be sure to check the maps in the walk-through or look at the Battle CDs reference section (see page 165) to locate them all. Some will become available only after certain events in the game.

Buying and flipping Battle CDs

Not all Battle CDs are found on the field. After you complete the challenges contained within certain Battle CDs, others will become available at the shop at a cost of 1,000 Poké Dollars each. Other Battle CDs are free, because they're the flip side of a CD you already have. When you beat Side A the lady at the counter will give you access to Side B.

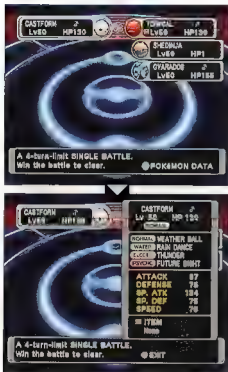
Battle CD	Availability
Battle CD 09	Win Battle Sims in Battle CDs 02, 03 and 04
Battle CD 13	Win Battle Sims in Battle CDs 02, 03 and 04
Battle CD 17	Win Battle Sims in Battle CDs 02, 03 and 04
Battle CD 25	Win Battle Sims in Battle CDs 09, 13 and 17
Battle CD 26	Win Battle Sims in Battle CDs 09, 13 and 17
Battle CD 30	Win Battle Sims in Battle CDs 09, 13 and 17
Battle CD 34	Win Battle Sim in Battle CD 33
Battle CD 37	Win Battle Sim in Battle CD 36
Battle CD 39	Win Battle Sim in Battle CD 38
Battle CD 41	Win Battle Sim in Battle CD 40
Battle CD 43	Win Battle Sim in Battle CD 42
Battle CD 45	Win Battle Sim in Battle CD 44
Battle CD 48	Win Battle Sim in Battle CD 47



Battle CD challenges

The first 32 Battle CDs test your knowledge of specific Pokémon moves, combos and tactics. Don't feel bad if you can't figure them out right away—the goal here is to learn new strategies. If you fail, select Get Advice from the VR operator for a tip. If that isn't enough, the Check Out Battle CD option may give you some insight.

Check the CD at the counter

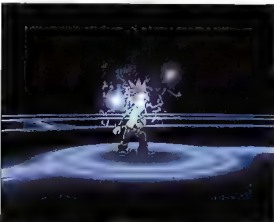


After you choose a Battle CD at the counter, select Check Out Battle CD to see the summaries of all the participants, including your opponents' Pokémon.

You can check the moves of your Pokémon, see if they have a mirroring item, and compare stats. Pay special attention to Speed, since knowing whether your Pokémon will go first is a key part of the strategy.

The first nine Battle CDs

To give you an idea of the sort of tactics required to beat a Battle Simulator, this section provides the solutions for the first nine Battle CDs. They only get harder, so looking at these few won't spoil the fun of the real brain teasers that follow.



When you're ready, select Use Battle CD and step into the hologram to begin the challenge.

Battle CD 01: Flying vs. Flying

DIFFICULTY: 1—Predict the opponent's moves to win!

You have only two turns in which to beat your opponent's Tropius with a Pidgeot. The trick here is that Gust does double damage while an opponent is flying. Using it on the second turn is the only way to win within the time limit.



Battle CD 02: skill over Power

DIFFICULTY: 1—Use the foe's power to your advantage!

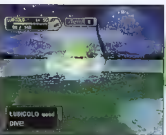
The only way to win here is by turning Drowzee's attacks against it. Drowzee alternates between using Strength and Confusion, so you'll need to alternate between Counter (which reverses physical attacks) and Mirror Coat (which reverses special attacks) to win.



Battle CD 03: Exploit Seams!

DIFFICULTY: 1—Hit foes while they're locked into moves!

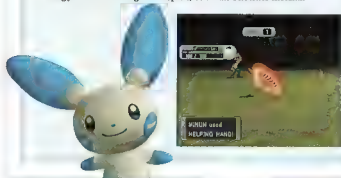
You can't beat these foes in a head-to-head fight, but you can use Quagsire's Dig to burrow under Vileplume's Solarbeam, and Ludicolo's Dive to swim under Skarmory's Sky Attack.



Battle CD 04: Plusle and Minun

DIFFICULTY: 1-The best of friends in play and battle!

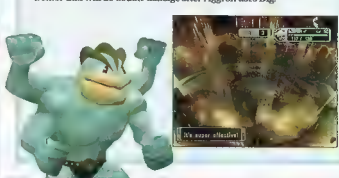
Miltank will win with a first-turn Earthquake if you can't KO it first. The only way is to have Plusle target Miltank with Thunderbolt and have Minun use Helping Hand to double the damage. Use the same strategy to beat the tougher Tropius, but with Thunder instead.



Battle CD 07: Machop's Macho Pump

DIFFICULTY: 2-The stronger the foe, the better it gets.

If you attack Aggron early, it will either Protect itself or use Counter and KO Machop with the damage from its own move! Instead use Swords Dance twice, and then Earthquake on the third turn for a superpowered tremor that will do double damage after Aggron uses Dig.



Battle CD 05: Offense Is the Greatest Defense

DIFFICULTY: 1-But can defense be the greatest offense?

Defense can be the greatest offense if your foe is using Hi Jump Kicks! Use Protect to make an impenetrable shield, but only every other turn so it won't fail. Between Protect usages, use Reflect to weaken your opponents' attacks, or Softboiled to heal up.



Battle CD 08: Zangoose vs. Cradily

DIFFICULTY: 2-Taking the battle to a defense-only foe

Cradily's heavy Defense and constant healing will erase any damage you do to it. Unless, that is, you can score a critical hit to break through the Barriers. Use Swords Dance three times, then Slash until you get a critical hit.



Battle CD 06: Dreams Come True

DIFFICULTY: 1-Wishes make dreams become reality.

In this sim, each Pokémon must do something for the next one down the line. Sneasel's Ice Wind will lower Primeape's Speed enough that when Pikachu comes out, it can use Wish before it's KO'd. Snorlax will inherit the Wish, buying it enough time to Shadow Ball its way to victory.



Battle CD 09: Color Change Carnival

DIFFICULTY: 2-Duke it out with Keaton!

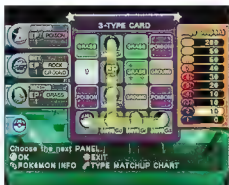
Keaton becomes whatever type hit it last, so each hit will need to set it up for a super-effective attack from your next Pokémon. For example, have Hitmonchan use Mach Punch to make Keaton a Fighting-type, then follow it up with Aerodactyl's Flying-type Wing Attack.



Playing Battle Bingo

Battle Bingo adds Pokémon battles to a game that's sort of a cross between bingo, tic-tac-toe, and rock-paper-scissors. Entering a panel requires 1 EP (Entry Point), and EP are mainly refreshed by winning bingos. The game doesn't end after a single bingo (unless you choose to end it early)—you won't clear the card until you've scored all 10 possible bingos.

You begin with a single Pokémon and a single EP. Analyze the bingo card and figure out which type of Pokémon will be most valuable against the other types here, then enter a panel of that type with your starting Pokémon and use a Master Ball to catch the Pokémon you find there. It is important that you start in a row full of the types that your newly caught Pokémon can beat; otherwise you may run out of EP (or Master Balls) before you score a bingo. Catch one or two more Pokémon, but try to save one Master Ball in case a battle goes poorly due to bad luck or you run into an enemy you can't beat.



Complete Bingo to earn more cards



At first, the only bingo cards available will be in the Novice category. These are quite simple, with only three or four types. When you clear all three Novice cards, you'll gain access to Regular cards with more types. Clear those to access Expert cards, for which there will not always be clear type-trumping opportunities.

Replay cards

You can replay any card at any time for the price of 500 Poké Dollars. You will earn Poké Coupons as usual, but the special prizes are available only the first time you play.

Reading the Battle Bingo screen

There is a lot going on in Battle Bingo, but you can beat even difficult cards if you know what type beats what, and always plan a few moves ahead. However, at its core this game is still Pokémon—attacks can miss or score critical hits, and nothing is guaranteed! Keep a Master Ball as a backup if your plan goes south.

Pokémon and Master Balls

These blocks represent the Pokémon that you have at your disposal. When you start, you will have one Pokémon and two Master Balls. You may earn a third Master Ball from a Mystery Panel, and you can use your Master Balls to increase your roster of Pokémon.

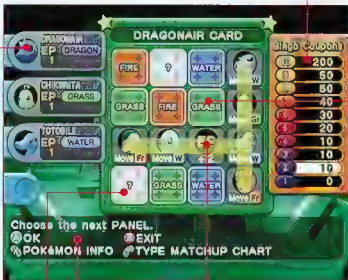
Each Pokémon has an EP number that represents how many times you can use it in the game. As you score bingos, you will earn more EP that you can distribute as you like.

Mystery Panel

When you enter a Mystery Panel, you'll auto-matically win it. Each Mystery Panel contains at EP, +2 EP, or a Master Ball.

Message

The text box here will tell you what's happening, and remind you how to examine Pokémon Info or the Type Matchup chart.



Bingo Coupons meter

This meter shows the number of Poké Coupons you can earn. In this example, you'll earn 200 Poké Coupons for the full 10 bingos. If you stop at 5 bingos, you'll earn only 30 Poké Coupons.

Battle Panels



When you select a Battle Panel, you'll be asked to select a Pokémon with at least 1 EP to enter. A battle will then begin between your chosen Pokémon and a Pokémon of the type listed on the front of the panel. Since each Pokémon has only one move, your choices are to use that move or catch the opposing Pokémon with a Master Ball. When you catch a Pokémon, it will join your party with full HP and 2 EP.

Choose which Pokémon to catch carefully. If a Pokémon is useful only against a Pokémon type you can already beat, then it's not worth taking unless you're out of EP. Note that some Pokémon are better than others of the same type. While a Pokémon can almost never beat an opponent that has a type advantage over it, you won't always be able to trump your opponent's type. In a battle with no type advantages, the speediest Pokémon will usually win.

Bingo lines

When you clear a row of four panels in any direction (including diagonals), you will score a bingo and one EP you can give to any Pokémon you want. You'll also rise a level on the Bingo Coupons chart. The rewards are cumulative if you score multiple bingo lines at once. The card is considered cleared when you take all 10 possible bingos.

Pokémon List

All the XD Pokémon stats your heart desires



Pokémon List

Can you acquire all 163 Pokémon?

The following pages list every Pokémon you can Snag, catch or trade for in Pokémon XD, along with its evolved forms.

Reading the Pokémon List

After your starting Pokémon, Eevee, all Pokémon are presented in Shadow Monitor order. This roughly corresponds to the order you'll encounter them in the game. Their non-Shadow evolved forms are presented alongside the Shadow forms you can Snag. Pokémon you can catch in the wild or trade for are presented at the end of the list.

Regular Pokémon

Shadow Pokémon



Pokémon name, type, ability, held item and location or evolution process

The top portion of the box lists the name, type and ability of the Pokémon, as well as the held item it will have when you acquire it. The white bar shows where to find it, who you can Snare it from or how to evolve it.



Statistic gauges

The four-square rating system compares each Pokémon's base stats to those of other Pokémon at the same experience level. As you can see, Eevee is lacking in Defense and Special Attack (SA), but its HP, Speed, Attack and Special Defense (SD) are roughly average.

LEVEL-UP MONIES		
LEVEL	MONEY	TYPE
1	500	100%
2	1,000	100%
3	1,500	100%
4	2,000	100%
5	2,500	100%
6	3,000	100%
7	3,500	100%
8	4,000	100%
9	4,500	100%
10	5,000	100%
11	5,500	100%
12	6,000	100%
13	6,500	100%
14	7,000	100%
15	7,500	100%
16	8,000	100%
17	8,500	100%
18	9,000	100%
19	9,500	100%
20	10,000	100%
21	10,500	100%
22	11,000	100%
23	11,500	100%
24	12,000	100%
25	12,500	100%
26	13,000	100%
27	13,500	100%
28	14,000	100%
29	14,500	100%
30	15,000	100%
31	15,500	100%
32	16,000	100%
33	16,500	100%
34	17,000	100%
35	17,500	100%
36	18,000	100%
37	18,500	100%
38	19,000	100%
39	19,500	100%
40	20,000	100%
41	20,500	100%
42	21,000	100%
43	21,500	100%
44	22,000	100%
45	22,500	100%
46	23,000	100%
47	23,500	100%
48	24,000	100%
49	24,500	100%
50	25,000	100%
51	25,500	100%
52	26,000	100%
53	26,500	100%
54	27,000	100%
55	27,500	100%
56	28,000	100%
57	28,500	100%
58	29,000	100%
59	29,500	100%
60	30,000	100%
61	30,500	100%
62	31,000	100%
63	31,500	100%
64	32,000	100%
65	32,500	100%
66	33,000	100%
67	33,500	100%
68	34,000	100%
69	34,500	100%
70	35,000	100%
71	35,500	100%
72	36,000	100%
73	36,500	100%
74	37,000	100%
75	37,500	100%
76	38,000	100%
77	38,500	100%
78	39,000	100%
79	39,500	100%
80	40,000	100%
81	40,500	100%
82	41,000	100%
83	41,500	100%
84	42,000	100%
85	42,500	100%
86	43,000	100%
87	43,500	100%
88	44,000	100%
89	44,500	100%
90	45,000	100%
91	45,500	100%
92	46,000	100%
93	46,500	100%
94	47,000	100%
95	47,500	100%
96	48,000	100%
97	48,500	100%
98	49,000	100%
99	49,500	100%
100	50,000	100%

Starting moves

Each Shadow Pokémon will have at least two Shadow moves when Snagged. As the Shadow Pokémon's heart opens, these moves will be replaced by the standard moves in the Move column. Some Pokémon are acquired through trading or as prizes; their starting moves are also shown in this list.

TM	1-1	1-2
1	1-1	1-2
2	1-1	1-2
3	1-1	1-2
4	1-1	1-2
5	1-1	1-2
6	1-1	1-2
7	1-1	1-2
8	1-1	1-2
9	1-1	1-2
10	1-1	1-2
11	1-1	1-2
12	1-1	1-2
13	1-1	1-2
14	1-1	1-2
15	1-1	1-2
16	1-1	1-2
17	1-1	1-2
18	1-1	1-2
19	1-1	1-2
20	1-1	1-2
21	1-1	1-2
22	1-1	1-2
23	1-1	1-2
24	1-1	1-2
25	1-1	1-2
26	1-1	1-2
27	1-1	1-2
28	1-1	1-2
29	1-1	1-2
30	1-1	1-2
31	1-1	1-2
32	1-1	1-2
33	1-1	1-2
34	1-1	1-2
35	1-1	1-2
36	1-1	1-2
37	1-1	1-2
38	1-1	1-2
39	1-1	1-2
40	1-1	1-2
41	1-1	1-2
42	1-1	1-2
43	1-1	1-2
44	1-1	1-2
45	1-1	1-2
46	1-1	1-2
47	1-1	1-2
48	1-1	1-2
49	1-1	1-2
50	1-1	1-2
51	1-1	1-2
52	1-1	1-2
53	1-1	1-2
54	1-1	1-2
55	1-1	1-2
56	1-1	1-2
57	1-1	1-2
58	1-1	1-2
59	1-1	1-2
60	1-1	1-2
61	1-1	1-2
62	1-1	1-2
63	1-1	1-2
64	1-1	1-2
65	1-1	1-2
66	1-1	1-2
67	1-1	1-2
68	1-1	1-2
69	1-1	1-2
70	1-1	1-2
71	1-1	1-2
72	1-1	1-2
73	1-1	1-2
74	1-1	1-2
75	1-1	1-2
76	1-1	1-2
77	1-1	1-2
78	1-1	1-2
79	1-1	1-2
80	1-1	1-2
81	1-1	1-2
82	1-1	1-2
83	1-1	1-2
84	1-1	1-2
85	1-1	1-2
86	1-1	1-2
87	1-1	1-2
88	1-1	1-2
89	1-1	1-2
90	1-1	1-2
91	1-1	1-2
92	1-1	1-2
93	1-1	1-2
94	1-1	1-2
95	1-1	1-2
96	1-1	1-2
97	1-1	1-2
98	1-1	1-2
99	1-1	1-2
100	1-1	1-2

Level-up moves

Pokémon have the opportunity to learn new moves when they reach certain levels. This area displays a list of the moves each Pokémon can learn, each move's type and the level at which the Pokémon can learn it. You'll acquire some Pokémon when they're already at too high a level to earn their early moves, but the Move Teacher at Mt. Battle can teach many of the early moves. B in the Level-Up Moves column signifies the beginning or "base" level.

EXPENSE MOVES		
RENT	100	100
UTILITIES	100	100
INSURANCE	100	100
MAINTENANCE	100	100
TOTAL	400	400

TM moves

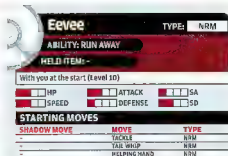
This section shows the moves that each Pokémon can learn from the Technical Machines (TMs) that you can acquire on your journey. The moves are listed by TM number.

Learned moves

These are the moves each Pokémon can learn from the Agate Village Teacher Lady.

Physical attacks / special attacks

All moves are displayed in either black or green. Those shown in black are physical attacks, meaning the attacker's Attack stat and the defender's Defense stat influence the damage dealt. Attacks shown in green are special attacks, which means the relevant stats are the attacker's Special Attack and the defender's Special Defense.



LEVEL-UP MOVES		
LEVEL	MOVE	TYPE
8	TACILE	NRM
8	TAIL WHIP	NRM
8	HELPING HAND	NRM
18	SAND-ATTACK	GRD
118	GROWL	ARM
123	QUICK ATTACK	NRM
130	BITE	DRK
136	BATON PASS	NRM
143	TAKE DOWN	ARM

TM	MOVES	
05	TELEK	PSY
10	HIDDEN POWER	NUU
11	SUNKY DAY	PIRE
17	PROTECT	ASPA
21	2-5-2 DANCE!	WTF
23	FRUSTRATION	NMA
25	ROM TAIL	RTL
27	RETURN	NOM
29	OS	CAB
30	SHADOW BALL	CHO
33	DOUBLE TEAM	NULA
42	FACADI	NMA
43	SCALG POWER	NMA
46	SCALG	PSY
49	ATTRACT	NMA

Types

BUG	BUG
DARK	DRK
DRAGON	DRG
ELECTRIC	ELC
FIGHTING	FTG
FIRE	FIRE
FLYING	FLY
GHOST	GHO
GRASS	GRS
GROUND	GRD
ICE	ICE
NORMAL	NRM
POISON	PSN
PSYCHIC	PSY
ROCK	RCK
STEEL	STL
WATER	WTW

LEARNED MOVES	
MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Vaporeon TYPE: **WTR**

ABILITY: WATER ABSORB

HELD ITEM: -

Evolves from Eevee (Water Stone)

HP ☐ SPEED ☐ ATTACK ☐ DEFENSE ☐ SA ☐ SD ☐


LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	TAIL WHIP	NRM
8	HELPING HAND	NRM
18	SAND ATTACK	GRD
118	WATER GUN	WTR
132	QUICK ATTACK	NRM
130	BITE	DRK
130	ACROBAT	FLY
142	HAZE	ICE
147	AC AROMA	PSN
152	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOxic	PSN
09	IRON	EEC
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIR
16	ICE BEAM	ICE
17	ICE FIST	ICE
18	ICE FIST	ICE
37	HYPER BEAM	NRM
37	PROTECT	NRM
38	FLARE BLAZE	WTR
41	FRUSTRATION	NRM
43	IRON TAIL	STL
47	RETURN	NRM
50	OGG	GRD
50	SHADOW BALL	GRD
53	DOUBLE TEAM	NRM
63	PSYCHO	NRM
63	SECRET POWER	NRM
64	REST	PSY
64	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MINI	NRM
EVIL	EEC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Jolteon TYPE: **ELC**

ABILITY: VOLT ABSORB

HELD ITEM: -

Evolves from Eevee (Thunder Stone)

HP ☐ SPEED ☐ ATTACK ☐ DEFENSE ☐ SA ☐ SD ☐


LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	TAIL WHIP	NRM
8	HELPING HAND	NRM
18	SAND ATTACK	GRD
118	THUNDER SHOCK	ELC
132	QUICK ATTACK	NRM
130	DOUBLE KICK	FTG
130	PARABOLIC	GRD
142	THUNDER WAVE	ELC
147	AGILITY	PSY
152	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOxic	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIR
16	HYPER BEAM	NRM
17	PROTECT	NRM
20	RAIN DANCE	WTR
23	FRUSTRATION	NRM
26	IRON TAIL	STL
28	THUNDERBOLT	ELC
29	THUNDER	ELC
37	RETURN	NRM
38	OGG	GRD
39	SHADOW BALL	GRD
40	DOUBLE TEAM	NRM
43	SHOCK WAVE	ELC
43	PSYCHO	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MINI	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Flareon TYPE: **FIRE**

ABILITY: FLASH FIRE

HELD ITEM: -

Evolves from Eevee (Fire Stone)

HP ☐ SPEED ☐ ATTACK ☐ DEFENSE ☐ SA ☐ SD ☐


LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	TAIL WHIP	NRM
8	HELPING HAND	NRM
18	SAND ATTACK	GRD
118	FLAME	FIRE
132	QUICK ATTACK	NRM
130	BITE	DRK
130	FIRE SPIN	FIRE
142	SLUDGE	PSN
147	LEER	NRM
152	FLAME/THUNDER	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOxic	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIR
16	HYPER BEAM	NRM
17	PROTECT	NRM
20	RAIN DANCE	WTR
23	FRUSTRATION	NRM
26	IRON TAIL	STL
28	RETURN	NRM
29	THUNDERBOLT	ELC
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
33	SHOCK WAVE	ELC
35	FLAME/THUNDER	FIRE
38	FIRE BLAST	FIRE
43	PSYCHO	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MINI	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Espeon TYPE: PSY

ABILITY: SYNCHRONIZE

HELD ITEM: -

Evolves from Eevee (Friendly Evolution with Sun Shard)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	TACKLE	NRM
-	TAIL WHIP	NRM
-	HELPING HAND	NRM



Umbreon TYPE: DRK

ABILITY: SYNCHRONIZE

HELD ITEM: -

Evolves from Eevee (Friendly Evolution with Moon Shard)

HP	ATTACK	CA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	TACKLE	NRM
-	TAIL WHIP	NRM
-	HELPING HAND	NRM



Teddiursa TYPE: NRM

ABILITY: PICKUP

HELD ITEM: -

Snag from Spy Naps in Pokémon HQ Lab (Level 11+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	NEEDLE ARM	NRM
SHADOW MIST	DEFENSE	NRM
-	LUCK	GRD
-	METAL CLAW	STL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	TAIL WHIP	NRM
8	HELPING HAND	NRM
18	SAND ATTACK	GRD
110	CONFUSION	PSY
123	CURSE ATTACK	NRM
130	SWIFT	NRM
130	PSYCHIC	PSY
143	PSYCHUP	NRM
147	PSYCHIC	PSY
152	MORNING SUN	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	TAIL WHIP	NRM
8	HELPING HAND	NRM
18	SAND ATTACK	GRD
110	PURSUIT	DRK
123	QUICK ATTACK	NRM
130	CONFUSION	GRD
130	FAINT ATTACK	DRK
143	MEAN LOOK	DRK
147	SCREECH	DRK
152	MOONLIGHT	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCREAM	NRM
8	LICK	NRM
17	LICK	GRD
113	FURY SWOOPS	NRM
119	FAKE TEARS	DRK
125	FAINT ATTACK	DRK
130	BLITZ	PSY
137	SLASH	NRM
143	SHOCK	NRM
149	TYRANNID	NRM

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	NRM
15	HYPER BEAM	NRM
16	LOCK ON	PSY
17	PROTECT	NRM
19	SLASH	DRK
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
29	PSYCHIC	PSY
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
42	FRUSTRATION	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
48	SKILL SWAP	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	PSY
12	THUNDER	GRD
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
30	PSYCHIC	PSY
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
41	CONFUSION	GRD
42	FRUSTRATION	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
49	SMACK	DRK

TM MOVES

TM	MOVE	TYPE
04	TOXIC PUNCH	PSY
05	ROCK	NRM
06	TOXIC	PSN
08	BULK UP	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	PSY
12	THUNDER	GRD
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	LABYRINTH	GRD
27	RETURN	NRM
28	DIG	GRD
31	DRAGON BREAK	PSY
32	DOUBLE TEAM	NRM
41	ALPHA ACE	FLY
42	TORNADO	DRK
43	FRUSTRATION	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GRD
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GRD
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SLASHING TOES	PSY
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Ursaring TYPE: NRM

ABILITY: GUTS

HELD ITEM: -

Evolves from Teddiursa (Level 30)

HP: 90, ATTACK: 130, DEFENSE: 90, SPEED: 60, SPECIAL ATTACK: 90, SPECIAL DEFENSE: 90



Ledyba TYPE: BUG FLY

ABILITY: SWARM/EARLY BIRD

HELD ITEM: -

Snag from Casual Gyle in Gateon Port (Level 10+)

HP: 40, ATTACK: 55, DEFENSE: 40, SPEED: 75, SPECIAL ATTACK: 40, SPECIAL DEFENSE: 40



Ledian TYPE: BUG FLY

ABILITY: SWARM/EARLY BIRD

HELD ITEM: -

Evolves from Ledyba (Level 18)

HP: 65, ATTACK: 80, DEFENSE: 65, SPEED: 100, SPECIAL ATTACK: 65, SPECIAL DEFENSE: 65



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
8	LEER	NRM
8	LUCK	GRD
8	FURY SWIPES	NRM
13	LUCK	GRD
13	FURY SWIPES	NRM
139	FAKE TEARS	DRK
139	FIGHT ATTACK	DRK
139	REST	PSY
139	SLASH	NRM
143	SHOGE	NRM
149	THRASH	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	SUPERSONIC	NRM
139	COMET PUNCH	NRM
139	REFRESH	PSY
139	LIGHT SCREEN	PSY
139	BILL LECT	PSY
139	SAFEGUARD	NRM
139	BATON PASS	NRM
139	SWIFT	NRM
139	AGILITY	PSY
150	DOUBLE-EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	SUPERSONIC	NRM
139	SUPERSONIC	NRM
139	COMET PUNCH	NRM
139	LIGHT SCREEN	PSY
139	BILL LECT	PSY
139	SAFEGUARD	NRM
139	BATON PASS	NRM
139	SWIFT	NRM
139	AGILITY	PSY
150	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	YAWN	PSN
08	BULK UP	FTG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAIL WHIP	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	BOUNCE	FTG
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	OHG	GRD
31	QUICK BREAK	FTG
33	DOUBLE TEAM	NRM
35	ICE TOMB	ICE
40	AERIAL ACE	FLY
41	TOWARD	DRK
42	FAKES	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	TOUR	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	GIGA DRAIN	DRK
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	RETURN	NRM
28	OHG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	FAKES	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	TOUR	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	GIGA DRAIN	DRK
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	RETURN	NRM
28	OHG	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	FAKES	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	FTG
SWAGGER	NRM
SWAGGER	NRM
BOUNCE	FTG
DOUBLE-EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	FTG
SWAGGER	NRM
DOUBLE-EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	FTG
SWAGGER	NRM
DOUBLE-EDGE	NRM

Poochyena

TYPE: DRK

ABILITY: RUN AWAY

HELD ITEM: -

Snag from Bodybuilder Kilen in Gateon Port (Level 10+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BITE	DIS	CRS
SHADOW HOWL	HEAL BELL	NRM
	PO-SUN FANG	PSN
	ROAR	NRM

**Mightyena**

TYPE: DRK

ABILITY: INTIMIDATE

HELD ITEM: -

Evolves from Poochyena (Level 18)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BITE	DIS	CRS
SHADOW HOWL	HEAL BELL	NRM
	PO-SUN FANG	PSN
	ROAR	NRM

**Houndour**

TYPE: DRK/FIRE

ABILITY: EARLY BIRD/FLASH FIRE

HELD ITEM: -

Snag from Cipher Peon Res in Cipher Lab (Level 17+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BITE	DIS	CRS
SHADOW HOWL	HEAL BELL	NRM
	PO-SUN FANG	PSN
	ROAR	NRM

**LEVEL-UP MOVES**

LEVEL	MOVE	TYPE
8	TACKLE	NRM
15	HOWL	NRM
18	SAND-ATTACK	CRS
19	BITE	CRS
19	ODOR SLEUTH	NRM
19	ROAR	NRM
19	SWAGGER	NRM
19	SCARY FACE	NRM
19	LATE DOWN	NRM
19	TALINT	CRS
19	CRUNCH	CRS
19	THIEF	CRS

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TACKLE	PSN
10	WIDEON POWER	NRM
11	SUNNY DAY	PSN
12	TALINT	CRS
13	PROTECT	NRM
18	BA B GANCE	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	PSN
27	RETURN	NRM
28	DIS	CRS
30	SHADOW BALL	CRS
32	DOUBLE TEAM	NRM
41	TOXIC	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
46	REST	PSN
48	ATTRACT	NRM
49	THIEF	CRS
49	SKETCH	CRS

LEARNED MOVES

MOVE	TYPE
SHADOW BITE	CRS
SHADOW HOWL	NRM
SHADOW BITE	CRS
SHADOW HOWL	NRM
SHADOW BITE	CRS
SHADOW HOWL	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
9	HOWL	NRM
9	SAND-ATTACK	CRS
9	BITE	CRS
15	HOWL	NRM
18	SAND-ATTACK	CRS
19	BITE	CRS
19	ODOR SLEUTH	NRM
19	ROAR	NRM
19	SWAGGER	NRM
19	SCARY FACE	NRM
19	LATE DOWN	NRM
19	TALINT	CRS
19	CRUNCH	CRS
19	THIEF	CRS

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TACKLE	PSN
10	WIDEON POWER	NRM
11	SUNNY DAY	PSN
12	TALINT	CRS
13	PROTECT	NRM
18	BA B GANCE	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	PSN
27	RETURN	NRM
28	DIS	CRS
30	SHADOW BALL	CRS
32	DOUBLE TEAM	NRM
41	TOXIC	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
46	REST	PSN
48	ATTRACT	NRM
49	THIEF	CRS
49	SKETCH	CRS

LEARNED MOVES

MOVE	TYPE
SHADOW BITE	CRS
SHADOW HOWL	NRM
SHADOW BITE	CRS
SHADOW HOWL	NRM
SHADOW BITE	CRS
SHADOW HOWL	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
9	HOWL	NRM
9	SAND-ATTACK	CRS
9	BITE	CRS
15	HOWL	NRM
18	SAND-ATTACK	CRS
19	BITE	CRS
19	ODOR SLEUTH	NRM
19	ROAR	NRM
19	SWAGGER	NRM
19	SCARY FACE	NRM
19	LATE DOWN	NRM
19	TALINT	CRS
19	CRUNCH	CRS
19	THIEF	CRS

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TACKLE	PSN
10	WIDEON POWER	NRM
11	SUNNY DAY	PSN
12	TALINT	CRS
13	PROTECT	NRM
18	BA B GANCE	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	PSN
27	RETURN	NRM
28	DIS	CRS
30	SHADOW BALL	CRS
32	DOUBLE TEAM	NRM
41	TOXIC	PSN
42	FACADE	NRM
43	SECRET POWER	NRM
46	REST	PSN
48	ATTRACT	NRM
49	THIEF	CRS
49	SKETCH	CRS
50	OVERHEAT	CRS

LEARNED MOVES

MOVE	TYPE
SHADOW BITE	CRS
SHADOW HOWL	NRM
SHADOW BITE	CRS
SHADOW HOWL	NRM
SHADOW BITE	CRS
SHADOW HOWL	NRM

Houndoom

TYPE: DARK/FIRE

ABILITY: EARLY BIRD/FLASH FIRE

HELD ITEM: -

Evolves from Houndour (Level 24)

HP	ATTACK	SA
SPEED	DEFENSE	SD



Speal

TYPE: ICE/WTR

ABILITY: THICK FAT

HELD ITEM: -

Snag from Cipher Peon inside in Cipher Lab (Level 27+)

HP	ATTACK	SA
SPEED	DEFENSE	SD



Sealeo

TYPE: WTR/ICE

ABILITY: THICK FAT

HELD ITEM: -

Evolves from Speal (Level 32)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	LEER	NRM
8	CHARM	FRM
8	HOWL	NRM
17	HOWL	NRM
118	SNAG	PSY
119	ROAR	NRM
127	BITE	DRK
130	COOL CLAP	NRM
133	FAINT ATTACK	DRK
131	FLAME THROWER	FRM
139	CRUNCH	DRK

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POWDER SNOW	ICE
8	SAFON	ARKA
8	WATER GUN	WTR
17	ENCORE	NRM
118	ICE BALL	ICE
119	BODY SLAM	NRM
125	AURORA BEAM	ICE
131	HAUL	ICE
137	REST	PSY
137	SNORE	NRM
139	BLIZZARD	ICE
149	SHEER COLD	ICE

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POWDER SNOW	ICE
8	ENCORE	NRM
8	WATER GUN	WTR
8	ENCORE	NRM
17	ENCORE	NRM
118	ICE BALL	ICE
119	BODY SLAM	NRM
125	AURORA BEAM	ICE
131	HAUL	ICE
137	REST	PSY
139	ENCORE	NRM
149	BLIZZARD	ICE
155	SHEER COLD	ICE

TM MOVES

TM	MOVE	TYPE
65	ROAR	NRM
68	TORSE	PSY
10	F. OBLIVION POWER	NRM
11	SUNNY DAY	FRM
12	FLURY	DRK
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
22	SHLADDER	GRS
23	IRON TAIL	STL
27	SETLIE	NRM
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
35	F. MIST THUNDER	FRM
36	S. LUGG BOMB	PSY
38	FLIE BLAST	FRM
41	TORNADO	DRK
42	FACADE	NRM
43	STICKY POWER	NRM
44	REST	PSY
48	ATTRACT	NRM
48	THIEF	DRK
49	SWITCH	GRS
50	OVERLAP	FRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULS	WTR
06	TORSE	PSY
07	HAUL	ICE
10	HIDDEN POWER	NRM
13	ICE GLEM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	FAIRY DANCE	GRD
27	RETURN	NRM
29	DOUBLE TEAM	NRM
43	FACADE	NRM
43	SECRET POWER	PSY
44	REST	PSY
45	ATTRACT	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TORSE	PSY
07	HAUL	ICE
10	HIDDEN POWER	NRM
13	ICE GLEM	ICE
14	BLIZZARD	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
26	FAIRY DANCE	GRD
27	RETURN	NRM
29	DOUBLE TEAM	NRM
39	ROCK TOMB	DRK
43	FACADE	NRM
43	SECRET POWER	PSY
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
HOWL	NRM
SUBSTITUTE	PSY
COOL CLAP	PSY
SWAGGER	NRM
BODY SLAM	NRM
WITCHAMER	GRS
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
HOWL	NRM
ICE GLEM	ICE
SUBSTITUTE	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
HOWL	NRM
ICE GLEM	ICE
SUBSTITUTE	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Mareep

TYPE: E.C.

ABILITY: STATIC

HELD ITEM: -

Snag from Cipher Peon Yellowish in Cipher Lab (Level 27)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	EGGIFY 2M	NRM
SHADOW SPOB	REAL BELL	NRM
	THUNDERBELL	E.C.
	THUNDER WAVE	E.C.



Flaaffy

TYPE: E.C.

ABILITY: STATIC

HELD ITEM: -

Evolves from Mareep (Level 15)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	GROWL	NRM
8	THUNDERSHOCK	E.C.
10	THUNDERBOLT	E.C.
13	THUNDER WAVE	E.C.
13	COTTON SPORE	GRS
13	LIGHT SCREEN	PSY
13	THUNDER	E.C.

TM MOVES

TM	MOVE	TYPE
05	TOXIC	PSN
06	HIDDEN POWER	NRM
10	LIGHT SCREEN	PSY
13	PROTECT	NRM
17	PROTECT	NRM
18	IRON TAIL	STL
23	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	E.C.
27	THUNDER	E.C.
27	RETURN	NRM
30	BRICK BREAK	PSY
32	DOUBLE TEAM	NRM
32	SPOCK WAVE	E.C.
42	FACADE	NRM
42	SECRET POWER	NRM
42	REST	PSY
42	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WIM-C	NRM
THUNDER WAVE	E.C.
EGGIFY 2M	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Ampharos

TYPE: E.C.

ABILITY: STATIC

HELD ITEM: -

Evolves from Flaaffy (Level 30)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	GROWL	NRM
8	THUNDERBOLT	E.C.
10	THUNDERBOLT	E.C.
13	THUNDER WAVE	E.C.
13	THUNDERBOLT	E.C.
13	COTTON SPORE	GRS
13	THUNDERBOLT	E.C.
13	LIGHT SCREEN	PSY
13	THUNDER	E.C.

TM MOVES

TM	MOVE	TYPE
05	TOXIC	PSN
06	HIDDEN POWER	NRM
10	LIGHT SCREEN	PSY
13	PROTECT	NRM
17	PROTECT	NRM
18	IRON TAIL	STL
23	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	E.C.
27	THUNDER	E.C.
27	RETURN	NRM
30	BRICK BREAK	PSY
32	DOUBLE TEAM	NRM
32	SPOCK WAVE	E.C.
42	FACADE	NRM
42	SECRET POWER	NRM
42	REST	PSY
42	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WIM-C	NRM
THUNDER WAVE	E.C.
EGGIFY 2M	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Gulpin TYPE: PSN

ABILITY: LIQUID Ooze/STICKY HOLD

HELD ITEM: -

Snag from Cipher Peon Purpulis in Cipher Lab (Level 17+)

HP ☐ ATTACK ☐ SA ☐

SPEED ☐ DEFENSE ☐ SD ☐

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BALL	SHOCK WAVE	ELC
SHADOW HOLD	YAWN	NRM
	SLUDGE	PSN
	TOXIC	PSN



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POUND	NRM
16	YAWN	NRM
18	POISON GAS	PSN
114	SLUDGE	PSN
117	ZUZZLES	PSY
123	ENCORE	NRM
128	TOXIC	PSN
134	STOCKPILE	NRM
137	SPIT UP	NRM
141	SWALLOW	NRM
149	SLUDGE BOMB	PSN

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	POK E	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
17	PROTECT	NRM
18	BA BOUNCE	WTR
19	COCA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLAR BEAM	GRS
27	HEALING	NRM
33	SHADOW BALL	GHO
34	DOUBLE TEAM	NRM
36	CHOCOLATE	ELC
38	SLUDGE BOMB	PSN
42	PACKET	NRM
43	SECRET POWER	PSN
44	REST	PSY
48	ATTRACT	GRS
49	SWITCH	GRS

LEARNED MOVES

MOVE	TYPE
WHIRL	NRM
SUBSTITUTE	NRM
BREKAY LATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
HIGH TACKLE	GHO
DOUBLE EDGE	GHO
SELF DESTRUCT	NRM

Swalot TYPE: PSN

ABILITY: LIQUID Ooze/STICKY HOLD

HELD ITEM: -

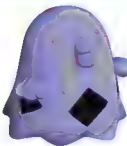
Evolves from Gulpin (Level 20+)

HP ☐ ATTACK ☐ SA ☐

SPEED ☐ DEFENSE ☐ SD ☐

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BALL	SHOCK WAVE	ELC
SHADOW HOLD	YAWN	NRM
	SLUDGE	PSN
	TOXIC	PSN



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POUND	NRM
16	YAWN	NRM
18	POISON GAS	PSN
19	SLUDGE	PSN
116	YAWN	NRM
119	POISON GAS	PSN
124	SLUDGE	PSN
127	SHOCK WAVE	ELC
133	ENCORE	NRM
135	BODY SLAM	NRM
141	TOXIC	PSN
143	STOCKPILE	NRM
149	SPIT UP	NRM
149	SWALLOW	NRM
149	SLUDGE BOMB	PSN

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	BA BOUNCE	WTR
19	COCA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLAR BEAM	GRS
27	RETURN	NRM
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
38	SLUDGE BOMB	PSN
42	PACKET	NRM
43	SECRET POWER	PSN
44	REST	PSY
48	ATTRACT	GRS
49	SWITCH	GRS

LEARNED MOVES

MOVE	TYPE
WHIRL	NRM
SUBSTITUTE	NRM
BREKAY LATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
HIGH TACKLE	GHO
DOUBLE EDGE	GHO
SELF DESTRUCT	NRM

Seedot TYPE: GRS

ABILITY: CHLOROPHYLL/EARLY BIRD

HELD ITEM: -

Snag from Cipher Peon Greeslin in Cipher Lab (Level 17+)

HP ☐ ATTACK ☐ SA ☐

SPEED ☐ DEFENSE ☐ SD ☐

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BALL	SECRET POWER	GRS
SHADOW HOLD	BULLET SEED	GRS
	SECRET POWER	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SECRET POWER	NRM
13	HARDEN	NRM
17	GROWTH	NRM
133	NATURE POWER	NRM
141	SYNTHESIS	GRS
143	SUNNY DAY	FIRE
143	EXPLOSION	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
19	COCA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLAR BEAM	GRS
27	HEALING	NRM
28	GRS	GRS
30	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
42	PACKET	NRM
43	SECRET POWER	NRM
44	REST	PSY
48	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WHIRL	NRM
SUBSTITUTE	NRM
BREKAY LATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM
SELF DESTRUCT	NRM

Nuzleaf

TYPE: GRASS/DRAGON

ABILITY: CHLOROPHYLL/EARLY BIRD

HELD ITEM: -

Evolves from Seedot (Level 45)

HP	ATTACK	SA
SPEED	DEFENSE	SD



Shiftry

TYPE: GRASS/DRAGON

ABILITY: CHLOROPHYLL/EARLY BIRD

HELD ITEM: -

Evolves from Nuzleaf (Leaf Stone)

HP	ATTACK	SA
SPEED	DEFENSE	SD



Spinarak

TYPE: BUG/PSYCHIC

ABILITY: SWARM/INSOMNIA

HELD ITEM: -

Evolves from Cypher Preen Nerd in Cipher Lab (Level 14+)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POUND	NRM
13	HARDEN	NRM
17	GROWTH	NRM
19	NATURE POWER	NRM
19	FACE GIG	NRM
25	TORNADO	DRK
31	FACILE ATTACK	DRK
37	ELECTRIC WIND	NRM
43	SWAGGER	NRM
49	EXTRAORDINARY	PSY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POUND	NRM
8	VASTOR	NRM
8	GROWTH	NRM
8	NATURE POWER	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POISON STING	PSN
8	STING SHOT	BUG
13	SCARY FACE	NRM
19	SHADOW MIST	DRK
19	REFRESH	NRM
25	CONSTRUCT	NRM
31	SIGNAL BEAM	BUG
37	WIGGY SHADE	DRK
43	LEECH LIFE	BUG
49	FURY SWARM	NRM
55	SPEED WEB	BUG
61	ABILITY	PSY
67	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
08	TOXIC	PSN
09	SLUDGY SLUD	GRS
10	HIDDEN POWER	NRM
11	SLUDGY DAY	GRS
12	SLUDGY SLUD	GRS
13	PROTECT	NRM
14	SLUDGY SLUD	GRS
15	SLUDGY SLUD	GRS
16	SLUDGY SLUD	GRS
17	SLUDGY SLUD	GRS
18	SLUDGY SLUD	GRS
19	SLUDGY SLUD	GRS
20	SLUDGY SLUD	GRS
21	SLUDGY SLUD	GRS
22	SLUDGY SLUD	GRS
23	SLUDGY SLUD	GRS
24	SLUDGY SLUD	GRS
25	SLUDGY SLUD	GRS
26	SLUDGY SLUD	GRS
27	SLUDGY SLUD	GRS
28	SLUDGY SLUD	GRS
29	SLUDGY SLUD	GRS
30	SLUDGY SLUD	GRS
31	SLUDGY SLUD	GRS
32	SLUDGY SLUD	GRS
33	SLUDGY SLUD	GRS
34	SLUDGY SLUD	GRS
35	SLUDGY SLUD	GRS
36	SLUDGY SLUD	GRS
37	SLUDGY SLUD	GRS
38	SLUDGY SLUD	GRS
39	SLUDGY SLUD	GRS
40	SLUDGY SLUD	GRS
41	SLUDGY SLUD	GRS
42	SLUDGY SLUD	GRS
43	SLUDGY SLUD	GRS
44	SLUDGY SLUD	GRS
45	SLUDGY SLUD	GRS
46	SLUDGY SLUD	GRS

TM MOVES

TM	MOVE	TYPE
08	TOXIC	PSN
09	SLUDGY SLUD	GRS
10	HIDDEN POWER	NRM
11	SLUDGY SLUD	GRS
12	SLUDGY SLUD	GRS
13	PROTECT	NRM
14	SLUDGY SLUD	GRS
15	SLUDGY SLUD	GRS
16	SLUDGY SLUD	GRS
17	SLUDGY SLUD	GRS
18	SLUDGY SLUD	GRS
19	SLUDGY SLUD	GRS
20	SLUDGY SLUD	GRS
21	SLUDGY SLUD	GRS
22	SLUDGY SLUD	GRS
23	SLUDGY SLUD	GRS
24	SLUDGY SLUD	GRS
25	SLUDGY SLUD	GRS
26	SLUDGY SLUD	GRS
27	SLUDGY SLUD	GRS
28	SLUDGY SLUD	GRS
29	SLUDGY SLUD	GRS
30	SLUDGY SLUD	GRS
31	SLUDGY SLUD	GRS
32	SLUDGY SLUD	GRS
33	SLUDGY SLUD	GRS
34	SLUDGY SLUD	GRS
35	SLUDGY SLUD	GRS
36	SLUDGY SLUD	GRS
37	SLUDGY SLUD	GRS
38	SLUDGY SLUD	GRS
39	SLUDGY SLUD	GRS
40	SLUDGY SLUD	GRS
41	SLUDGY SLUD	GRS
42	SLUDGY SLUD	GRS
43	SLUDGY SLUD	GRS
44	SLUDGY SLUD	GRS
45	SLUDGY SLUD	GRS
46	SLUDGY SLUD	GRS

TM MOVES

TM	MOVE	TYPE
08	TOXIC	PSN
09	SLUDGY SLUD	GRS
10	HIDDEN POWER	NRM
11	SLUDGY SLUD	GRS
12	PROTECT	NRM
13	SLUDGY SLUD	GRS
14	SLUDGY SLUD	GRS
15	SLUDGY SLUD	GRS
16	SLUDGY SLUD	GRS
17	SLUDGY SLUD	GRS
18	SLUDGY SLUD	GRS
19	SLUDGY SLUD	GRS
20	SLUDGY SLUD	GRS
21	SLUDGY SLUD	GRS
22	SLUDGY SLUD	GRS
23	SLUDGY SLUD	GRS
24	SLUDGY SLUD	GRS
25	SLUDGY SLUD	GRS
26	SLUDGY SLUD	GRS
27	SLUDGY SLUD	GRS
28	SLUDGY SLUD	GRS
29	SLUDGY SLUD	GRS
30	SLUDGY SLUD	GRS
31	SLUDGY SLUD	GRS
32	SLUDGY SLUD	GRS
33	SLUDGY SLUD	GRS
34	SLUDGY SLUD	GRS
35	SLUDGY SLUD	GRS
36	SLUDGY SLUD	GRS
37	SLUDGY SLUD	GRS
38	SLUDGY SLUD	GRS
39	SLUDGY SLUD	GRS
40	SLUDGY SLUD	GRS
41	SLUDGY SLUD	GRS
42	SLUDGY SLUD	GRS
43	SLUDGY SLUD	GRS
44	SLUDGY SLUD	GRS
45	SLUDGY SLUD	GRS
46	SLUDGY SLUD	GRS

LEARNED MOVES

MOVE	TYPE
M.M.C.	NRM
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS

LEARNED MOVES

MOVE	TYPE
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS

LEARNED MOVES

MOVE	TYPE
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS
SLUDGY SLUD	GRS

**Ariados**

TYPE: BUG PSN

ABILITY: SWARM/INCOMBIA

HELD ITEM: -

Evolves from Sp. narak (Level 22)

HP	ATTACK	SA
SPEED	DEFENSE	SD

**LEVEL-UP MOVES**

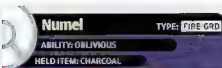
LEVEL	MOVE	TYPE
8	POISON STING	PSN
8	STONIC SHOT	BUG
8	SCARY FACE	PSN
8	CONFIDENT	PSN
16	SCARY FACE	PSN
16	CONFIDENT	PSN
17	WIDE SHADE	PSN
17	LEECH LIFE	BUG
24	FURY SHIPPS	BUG
43	SPIDER WEB	BUG
43	AGILITY	PSY
43	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	PSN
11	SUNNY DAY	FIRE
15	POISON BEAM	PSN
17	PROTECT	PSN
19	GLACIAL WAVE	ICE
21	HEALING POTION	PSN
21	TOXIC POTION	PSN
28	BUG	BUG
32	PSYCHIC	PSY
32	DOUBLE TEAM	PSN
32	SLUDGE BEAM	PSN
42	TRAP	PSN
43	SECRET POWER	PSN
44	REST	PSY
45	ATTRACT	PSN
46	TRAP	PSN

LEARNED MOVES

MOVE	TYPE
MIMIC	PSN
SUBSTITUTE	PSN
SWAGGER	PSN
BODY SLAM	PSN
DOUBLE EDGE	PSN

**Numel**

TYPE: FIRE GRD

ABILITY: OBLIVIOUS

HELD ITEM: CHARCOAL

Evolves from Cither Peen Solox in Cither Lab (Level 34)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BELLY	FLAME	FIRE
SHADOW SHED	CHARM	GRD
-	DIS	GRD
-	EMBER	FIRE

**LEVEL-UP MOVES**

LEVEL	MOVE	TYPE
8	GROWL	PSN
8	TACKLE	PSN
11	FLAME	FIRE
11	WAGTAIL	GRD
12	POUR ENERGY	PSN
12	TAKE DOWN	PSN
13	AMULET	PSY
13	FLAME POTION	GRD
14	FLAME THROWER	FIRE
14	DOUBLE EDGE	PSN

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	PSN
11	SUNNY DAY	FIRE
17	PROTECT	PSN
21	FLAME POTION	GRD
26	EARTHQUAKE	GRD
27	RETRY	PSN
28	DIS	GRD
32	DOUBLE TEAM	PSN
32	FLAME THROWER	FIRE
37	LANDSLIDE	GRD
38	FLAME BLAST	FIRE
39	ROCK TOMB	GRD
42	FLAME	PSN
43	SECRET POWER	PSN
44	REST	PSY
45	ATTRACT	PSN
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	PSN
SUBSTITUTE	PSN
SWAGGER	PSN
BODY SLAM	PSN
DOUBLE EDGE	PSN

**Camerupt**

TYPE: FIRE GRD

ABILITY: MAGMA ARMOR

HELD ITEM: -

Evolves from Numel (Level 33)

HP	ATTACK	SA
SPEED	DEFENSE	SD

**LEVEL-UP MOVES**

LEVEL	MOVE	TYPE
8	GROWL	PSN
8	TACKLE	PSN
8	FLAME	FIRE
8	MACHOP	GRD
11	DIS	GRD
11	WAGTAIL	GRD
12	POUR ENERGY	PSN
12	TAKE DOWN	PSN
13	AMULET	PSY
13	FLAME POTION	GRD
14	FLAME THROWER	FIRE
14	DOUBLE EDGE	PSN
15	ERUPTION	FIRE
15	RESURRE	GRD

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	PSN
11	SUNNY DAY	FIRE
17	PROTECT	PSN
21	FLAME POTION	GRD
26	EARTHQUAKE	GRD
27	RETRY	PSN
28	DIS	GRD
32	DOUBLE TEAM	PSN
37	LANDSLIDE	GRD
38	FLAME BLAST	FIRE
39	ROCK TOMB	GRD
42	FLAME	PSN
43	SECRET POWER	PSN
44	REST	PSY
45	ATTRACT	PSN
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	PSN
SUBSTITUTE	PSN
SWAGGER	PSN
BODY SLAM	PSN
DOUBLE EDGE	PSN
SELF-DISTRICT	PSN

Carvanha

TYPE: WTR DRK

ABILITY: ROUGH SKIN

HELD ITEM: BLACKGLASSES

Snag from Cipher Peon Cabot in Cipher Lab (Level 15+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	WATER PULSE	WTR
SHADOW HOLD	REFRESH	NRM
	SCARY FACE	NRM
	BITE	DRK



Sharpedo

TYPE: WTR DRK

ABILITY: ROUGH SKIN

HELD ITEM: -

Evolves from Carvanha (Level 30)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	WATER PULSE	WTR
SHADOW HOLD	REFRESH	NRM
	SCARY FACE	NRM
	BITE	DRK



Shroomish

TYPE: GR

ABILITY: EFFECT SPORE

HELD ITEM: -

Snag from Cipher R&D Klotz in Cipher Lab (Level 15+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	POISON POWDER	GR
SHADOW HOLD	MEGA DRAIN	GR
	STUN SPORE	GR



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	LEER	NRM
8	WATER PULSE	WTR
10	RAGE	NRM
115	FOCUS ENERGY	NRM
116	SCARY FACE	NRM
117	RAGE	NRM
118	FOCUS ENERGY	NRM
119	SCARY FACE	NRM
120	SCREECH	NRM
121	CRUNCH	DRK
122	SCREECH	NRM
123	BLASH	NRM
124	YAWN	DRK
125	SWAGGER	NRM
126	SKULL BASH	NRM
127	AGILITY	PSY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	LEER	NRM
8	WATER PULSE	WTR
10	RAGE	NRM
115	FOCUS ENERGY	NRM
116	SCARY FACE	NRM
117	RAGE	NRM
118	FOCUS ENERGY	NRM
119	SCARY FACE	NRM
120	SCREECH	NRM
121	CRUNCH	DRK
122	SCREECH	NRM
123	BLASH	NRM
124	YAWN	DRK
125	SWAGGER	NRM
126	SKULL BASH	NRM
127	AGILITY	PSY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	ABSORB	GR
15	TACKLE	NRM
17	STUN SPORE	GR
110	LEECH SEED	GR
111	MEGA DRAIN	GR
112	POISON POWDER	GR
113	GROWTH	NRM
114	COCA DRINK	GR
115	SPORE	GR

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	WAIL	ICE
10	HIDDEN POWER	NRM
11	YAWN	DRK
13	ICE BEAM	ICE
14	ICE BEAM	ICE
17	PROTECT	NRM
18	RAID DANCE	WTR
21	FRUSTRATION	NRM
22	RETURN	NRM
23	DOUBLY TEAM	NRM
41	TOXIC	PSN
42	YAWN	DRK
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	WAIL	ICE
10	HIDDEN POWER	NRM
11	YAWN	DRK
13	ICE BEAM	ICE
14	ICE BEAM	ICE
17	PROTECT	NRM
18	RAID DANCE	WTR
21	FRUSTRATION	NRM
22	RETURN	NRM
23	DOUBLY TEAM	NRM
41	TOXIC	PSN
42	YAWN	DRK
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
07	LEECH SEED	GR
10	HIDDEN POWER	NRM
11	YAWN	DRK
12	POISON POWDER	GR
13	COCA DRINK	GR
14	COCA DRINK	GR
20	SAN GUARD	NRM
21	FRUSTRATION	NRM
22	SOLAR BEAM	GR
27	BE UP	NRM
31	DOUBLY TEAM	NRM
32	SLUDGE BOMB	PSN
40	RAGE	NRM
41	SECRET POWER	NRM
42	REST	PSY
43	ATTRACT	NRM
44	PROTECT	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BOOY BLAM	NRM
DOUBLE EDGE	NRM

Breloom TYPE: GRF-FTG

ABILITY: EFFECT SPOKE

HELD ITEM: -

Evolves from Swadlow (Level 23)

HP ATTACK DEFENSE
SPEED SPECIAL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	ASSIST	GRF
8	TACKLE	NRM
8	TAIL WHIST	GRF
10	LEECH SEED	GRF
14	TACKLE	NRM
17	STUN SPOKE	GRF
17	LEECH SEED	GRF
110	WICK STRIP	GRF
120	HEAVY IT	NRM
137	MUCH PUNCH	FTG
138	COUNTER	FTG
139	INT. JUDICAT	FTG
140	M. HD READER	NRM
154	DYNAMIC PUNCH	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	TOXIC	PSN
08	SW. UP	FTG
09	BULLET SEED	GRF
10	HIDDEN POWER	NRM
11	SL. M. TSP	FTG
15	NIGHT BEAM	NRM
17	PROTECT	NRM
19	LOW SW. FN	GRF
20	SAFESLACK	NRM
21	FRUSTRATION	NRM
22	COLA BLOOM	GRF
31	IRON TAIL	FTG
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	GRF
42	SECRET POWER	PSY
48	ATTRACT	NRM
49	SNATCH	GRF

LEARNED MOVES

MOVE	TYPE
M. M. V.	NRM
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
SWAGGER	NRM
BOOY SLAM	NRM
DOUBLE-EDGE	NRM

Delcatty TYPE: NRM

ABILITY: CUTE CHARM

HELD ITEM: -

Snag from Cipher Admin Lowrina in Cipher Lab (Level 18+)

HP ATTACK DEFENSE
SPEED SPECIAL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GROWL	NRM
8	ATTRACT	NRM
8	SWIFT KISS	NRM
8	DOUBLESLAP	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULS.	WTR
04	CALM MIND	PSY
08	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SL. M. TSP	FTG
13	ICE BEAM	ICE
14	BULLETPASS	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	PAIR DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SOLARSLAM	GRF
23	IRON TAIL	FTG
24	THUNDER FURY	ELC
25	YOUNGIES	ELC
27	RETURN	NRM
28	SHADOW BALL	GRF
31	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
40	JACCADE	NRM
49	SECRET POWER	PSY
48	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MINCE	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
DRAGON	NRM
BOOY SLAM	NRM
DOUBLE-EDGE	NRM

Voltorb TYPE: ELC

ABILITY: SOUNDPROOF/STATIC

HELD ITEM: MAGNET

Snag from Wanderer Mirror B. in Cave Poke Spot (Level 39+)

HP ATTACK DEFENSE
SPEED SPECIAL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	CHARGE	ELC
8	TACKLE	NRM
18	SCREEN	NRM
118	SOUND BOMB	NRM
121	SPARK	ELC
127	SELF-DSTRUCT	NRM
132	ROCK	ELC
137	LIGHT SCREEN	PSY
142	SWIFT	NRM
145	EXPLOSION	NRM
149	MIRROR COAT	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
12	SL. M. TSP	FTG
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	PAIR DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDER BOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
41	TOXIC	PSY
42	SECRET POWER	NRM
46	THUNDER	ELC

LEARNED MOVES

MOVE	TYPE
M. M. V.	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
SELF-DSTRUCT	NRM

Electrode

TYPE: ELC

ABILITY: SOUNDPROOF/STATIC

HELD ITEM: -

Evolves from Voltorb (Level 30)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	CHARGE	ELC
8	TACKLE	NRM
8	SCREECH	NRM
8	SONIC BOOM	NRM
13	SCREECH	NRM
13	SONIC BOOM	NRM
13	SPARK	ELC
13	SELF-Destruct	NRM
13	ROLLOUT	ELC
13	ICE-11 GREEN	PSY
13	SHOUT	NRM
13	EXPLOSION	NRM
13	MIRROR COAT	PSY

TM MOVES

TM	MOVE	TYPE
05	TOXIC	PSN
10	HIDDEN POWER	NRM
12	SLIT	ELC
13	HYPER BEAM	NRM
17	CONFUSION	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
21	THUNDER	ELC
27	TRICK	NRM
27	REFLECT	NRM
32	DOUBLE TEAM	NRM
32	SHOCK WAVE	ELC
37	EQUALITY	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
44	TH-EP	ELC

LEARNED MOVES

MOVE	TYPE
M-10	NRM
THUNDER PULSE	ELC
SUBSTITUTE	NRM
SHOCK UP	NRM
SELF-DESTRUCT	NRM

Makuhita

TYPE: FPG

ABILITY: THICK FAT/GUTS

HELD ITEM: -

Snags from Cliffron Peon Tarkus in Pyrite Town (Level 18+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	BURST BREAK	ELC
SHADOW SHED	REFRESH	NRM
	ARM THRUST	ELC
	ROCK TOMB	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	FOCUS ENERGY	NRM
13	SAND-ATTACK	GRD
13	ARM THRUST	ELC
13	VITAL THROW	ELC
13	FAKE OUT	NRM
13	WHIRLWIND	NRM
13	SHOCK OFF	ELC
13	SABBLING SALT	NRM
13	BEAT DRUM	NRM
13	ENIGMA	NRM
14	SEISMIC TOSS	ELC
14	REVERSAL	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	ELC
06	TOXIC	PSN
08	BULK UP	ELC
10	HIDDEN POWER	NRM
17	PROTECT	NRM
17	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHSHAKE	GRD
27	RETURN	NRM
28	OG	GRD
31	BRICK BREAK	ELC
32	DOUBLE TEAM	NRM
39	ROCK TOMB	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
M-10	NRM
SEISMIC TOSS	ELC
SUBSTITUTE	NRM
SHOCK UP	NRM
ROCK TOMB	NRM
DOUBLE-EDGE	NRM

Hariyama

TYPE: FPG

ABILITY: THICK FAT/GUTS

HELD ITEM: -

Knives from Makuhita (Level 24)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	FOCUS ENERGY	NRM
8	SAND-ATTACK	GRD
8	ARM THRUST	ELC
13	SAND-ATTACK	GRD
13	ARM THRUST	ELC
13	VITAL THROW	ELC
13	FAKE OUT	NRM
13	WHIRLWIND	NRM
13	SHOCK OFF	ELC
13	SABBLING SALT	NRM
14	BEAT DRUM	NRM
14	ENIGMA	NRM
14	SEISMIC TOSS	ELC
14	REVERSAL	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	ELC
06	TOXIC	PSN
08	BULK UP	ELC
10	HIDDEN POWER	NRM
17	PROTECT	NRM
17	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHSHAKE	GRD
27	RETURN	NRM
28	OG	GRD
31	BRICK BREAK	ELC
32	DOUBLE TEAM	NRM
39	ROCK TOMB	ELC
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
M-10	NRM
SEISMIC TOSS	ELC
SUBSTITUTE	NRM
SHOCK UP	NRM
ROCK TOMB	NRM
DOUBLE-EDGE	NRM

Vulpix

TYPE: FIRE

ABILITY: FLASH FIRE

Held Item: -

Snag from Cipher Peon Meslin in Pyrite Town (Level 18+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	HEAT WAVE	FIRE
SHADOW FOLD	CHARM	NRM
	EMBER	FIRE
	DIG	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	EMBER	FIRE
15	TAIL WHIP	NRM
19	SCALD	NRM
23	QUICK ATTACK	NRM
27	WILL O' WISP	FIRE
31	CONFUSE RAY	GRD
35	WIDE SCISSOR	PSY
39	FLAME WHISTLER	FIRE
43	SAFEGUARD	NRM
47	CURSE	GRD
51	FIRE SPIN	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
08	TOxic	PSN
10	ROCK POWER	GRD
11	SUNNY DAY	FIRE
17	PROTECT	NRM
18	LIFT GROUND	NRM
21	MILITATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAME THROWER	FIRE
36	ICE BEAT	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BOOY SLAM	NRM
DOUBLE EDGE	NRM

Ninetales

TYPE: FIRE

ABILITY: FLASH FIRE

Held Item: -

Evolves from Vulpix (Fire Stone)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	EMBER	FIRE
8	QUICK ATTACK	NRM
9	CONFUSE RAY	GRD
9	SAFEGUARD	NRM
45	FIRE SPIN	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOxic	PSN
10	ROCK POWER	GRD
11	SUNNY DAY	FIRE
15	MIRROR BEAM	NRM
17	PROTECT	NRM
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAME THROWER	FIRE
36	ICE BEAT	FIRE
42	FRAGILE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BOOY SLAM	NRM
DOUBLE EDGE	NRM

Duskull

TYPE: GHO

ABILITY: LEVITATE

Held Item: -

Snag from Cipher Peon Lobar in Pyrite Town (Level 19+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	SHADOW BALL	GRD
SHADOW FOLD	HELPING HAND	NRM
	ASTONISH	GRD
	CONFUSE RAY	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	LEER	NRM
8	NIGHT SHADE	GRD
15	SCALD	NRM
19	FORESLIGHT	NRM
23	ASTONISH	GRD
27	CONFUSE RAY	GRD
31	MURDER	GRD
35	CHILL	GRD
39	WIDE SCISSOR	PSY
43	MEAN LOOK	NRM
47	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOxic	PSN
10	ROCK POWER	GRD
11	SUNNY DAY	FIRE
12	TAIL WHIP	GRD
13	ICE BEAT	ICE
14	ICE FANG	ICE
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
33	WIDE SCISSOR	PSY
43	TACOL	GRD
44	SECRET POWER	NRM
45	SILENCE	PSY
48	ATTRACT	NRM
49	TRIP	GRD
49	SKULL SWAP	PSY
49	SNATCH	GRD

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
ICE BEAT	ICE
SUBSTITUTE	NRM
DOUBLE TEAM	PSY
SWAGGER	NRM
BOOY SLAM	GRD
DOUBLE EDGE	NRM

Dusclops

TYPE: GHO

ABILITY: PRESSURE

HELD ITEM: -

Evolves from Duskull (Level 37)

HP	ATTACK	SA
SPEED	DEFENSE	SD



Ralts

TYPE: PSY

ABILITY: SYNCHRONIZE/TRACE

HELD ITEM: TWISTEDSPOON

Snag from Cipher Peon Fables in Pyrite Town (Level 204)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	SHADOW WAVE	PSY
SHADOW HOLD	SHADOW HOLD	PSY
	REFLECT	PSY
	CONFUSION	PSY



Kirlia

TYPE: PSY

ABILITY: SYNCHRONIZE/TRACE

HELD ITEM: -

Evolves from Ralts (Level 30)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
1	LEECH	NRM
8	NEIGH SMOKE	GHO
8	DISABLE	NRM
15	DISABLE	NRM
15	PORESCAY	NRM
15	ASTORISH	GHO
15	CONFUSE DAY	GHO
15	PORESCAY	DRG
15	SHADOW PUNCH	GHO
15	WILL O-WISP	FIRE
15	MEAN LOOK	NRM
15	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FIE
04	CALM MIND	PSY
04	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRG
13	ICE BEAM	ICE
16	GLARE	ICE
16	HYPER BEAM	NRM
17	PROTECT	NRM
18	ST. KNUCKLE	FLC
21	FLAMETHROW	NRM
25	EARTHQUAKE	DRG
27	RETURN	NRM
27	PSYCHIC	PSY
28	SHADOW BALL	GHO
28	PSYCHIC	PSY
28	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
39	ROCK TOMB	NRM
41	TOXIC	PSN
42	FLAME	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRAP	DRG
46	SKILL SWAP	PSY
49	SMASH	DRG

LEARNED MOVES

MOVE	TYPE
M.M.C.	NRM
MECHANICAL	FLC
ICV WIND	FLC
WINDY WAVE	NRM
DRAGON EYE	PSY
SWAGGER	NRM
BODY SLAM	NRM
HIGH FIVE	GHO
DOUBLE EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GROWL	NRM
15	CONFUSION	PSY
15	DOUBLE TEAM	NRM
15	TELEPORT	PSY
15	CALM MIND	PSY
15	PSYCHIC	PSY
15	EMBRACE	PSY
15	FUTURE SIGHT	PSY
15	HYPOSSIS	PSY
15	DREAM EATER	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
04	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRG
12	LIGHT SCREEN	PSY
13	PROTECT	NRM
16	GLARE	ICE
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
25	THUNDERBOLT	FLC
27	RETURN	NRM
27	PSYCHIC	PSY
28	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
39	TOXIC WAVE	FLC
41	FORNENT	DRG
42	FACADE	NRM
43	SECRET POWER	NRM
44	BEST	PSY
45	ATTRACT	NRM
46	TRAP	DRG
46	SKILL SWAP	PSY
49	SMASH	DRG

LEARNED MOVES

MOVE	TYPE
MECHANICAL	FLC
ICV WIND	FLC
WINDY WAVE	NRM
DRAGON EYE	PSY
SWAGGER	NRM
BODY SLAM	NRM
HIGH FIVE	GHO
DOUBLE EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GROWL	NRM
8	CONFUSION	PSY
8	DOUBLE TEAM	NRM
8	TELEPORT	PSY
15	CONFUSION	PSY
15	DOUBLE TEAM	NRM
15	TELEPORT	PSY
15	CALM MIND	PSY
15	PSYCHIC	PSY
15	EMBRACE	PSY
15	HYPOSSIS	PSY
15	DREAM EATER	PSY

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
04	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRG
12	LIGHT SCREEN	PSY
13	PROTECT	NRM
16	GLARE	ICE
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
25	THUNDERBOLT	FLC
27	RETURN	NRM
27	PSYCHIC	PSY
28	SHADOW BALL	GHO
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
39	TOXIC WAVE	FLC
41	FORNENT	DRG
42	FACADE	NRM
43	SECRET POWER	NRM
44	BEST	PSY
45	ATTRACT	NRM
46	TRAP	DRG
46	SKILL SWAP	PSY
49	SMASH	DRG

LEARNED MOVES

MOVE	TYPE
MECHANICAL	FLC
ICV WIND	FLC
WINDY WAVE	NRM
DRAGON EYE	PSY
SWAGGER	NRM
BODY SLAM	NRM
HIGH FIVE	GHO
DOUBLE EDGE	NRM

Gardevoir TYPE: PSY

ABILITY: SYNCHRONIZE/TRACE

HELD ITEM: -

Evolves from Kirlia (Level 30)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GROW	NRM
9	CONFUSION	PSY
9	DOUBLE TEAM	NRM
8	TELEPORT	PSY
14	LOVE SONG	PSY
14	DOUBLE TEAM	NRM
14	TELEPORT	PSY
15	CALM MIND	PSY
15	PSYCHO	PSY
15	IMPRISON	PSY
15	FLAME WHISTLE	PSY
15	HYPERFURY	PSY
15	DREAM EATER	PSY

TM MOVES

TM	MOVE	TYPE
03	CALM MIND	PSY
04	TOPIC	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	FIRE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	BAT DANCE	WTR
20	SAFELAND	NRM
21	FRUSTRATION	NRM
24	CHARGE SLAP	ELC
27	RETURN	NRM
29	PSYCHO	PSY
30	SHADOW BALL	GND
32	DOUBLE TEAM	NRM
33	HEAL	PSY
34	SHOCK WAVE	ELC
41	TORNADO	ELC
42	PACADE	NRM
43	SECRET POWER	NRM
44	FEET	PSY
45	ATTRACT	NRM
46	THIEF	ELC
48	SKETCH	PSY
49	SUCKER	ELC

LEARNED MOVES

MOVE	TYPE
HM1	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
CRIMINAL MIND	PSY
SWAGGER	NRM
BODY SLAM	NRM
WIDE MIND	GND
DOUBLE EDGE	NRM

Mawile TYPE: STL

ABILITY: HYPER CUTTER/INTIMIDATE

HELD ITEM: -

Snag from Cipher CMDR Exot in Pyrite Town (Level 22+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW PUNCH	TOXIC WAVE	NRM
SHADOW WAVE	SING	NRM
SHADOW SHED	WICKED	NRM
	IRON DEFENSE	STL



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	ASKEWEN	GND
14	FAVORITE	ELC
14	BITE	ELC
14	SWEET SCENT	NRM
15	WICKED	NRM
15	FAVORITE	ELC
15	BATON PASS	NRM
15	FAVORITE	ELC
15	IRON DEFENSE	STL
15	STOCKPILE	NRM
15	SHADOW	NRM
15	SPY OP	NRM

TM MOVES

TM	MOVE	TYPE
03	FOCUS PUNCH	FTG
04	TOPIC	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	FIRE
15	ICE BEAM	ICE
16	HYPER BEAM	NRM
17	PROTECT	NRM
18	BAT DANCE	WTR
21	FRUSTRATION	NRM
22	SHADOW BALL	GND
23	DOUBLE TEAM	NRM
25	SLUDGE BOMB	PSN
27	SANDSTORM	ELC
28	FIRE BLAST	FIRE
29	ROCK TOMB	GND
41	TOXIC WAVE	NRM
42	PACADE	NRM
43	SECRET POWER	NRM
44	FEET	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
HM1	NRM
SHOCK WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Snorunt TYPE: ICE

ABILITY: INNER FOCUS

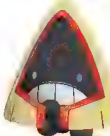
HELD ITEM: -

Snag from Cipher Peen Exot in Phenac City (Level 20+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	WICKED PULSE	WTR
SHADOW SHED	SING	NRM
	WICKED	ELC
	ICY WIND	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POWDER WAVE	ICE
8	LEER	NRM
8	DOUBLE TEAM	NRM
8	BITE	ELC
14	ICY WIND	ICE
14	HEADBUTT	NRM
15	PROTECT	NRM
15	ICE BEAM	ICE
15	ICE BEAM	ICE
15	HAIR	ICE
15	BEZEL	ICE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
04	TOPIC	PSY
07	HAIR	ICE
10	HIDDEN POWER	NRM
12	ICE BEAM	ICE
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	BAT DANCE	WTR
20	SAFELAND	NRM
21	FRUSTRATION	NRM
23	RETURN	NRM
27	SHADOW BALL	GND
31	DOUBLE TEAM	NRM
42	SECRET POWER	NRM
43	FEET	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
HM1	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Galie

TYPE: ICE

ABILITY: INNER FOCUS

HELD ITEM: -

Evolves from S-scarf (Level 42)

HP	ATTACK	SA
SPEED	DEFENSE	SD

Pineco

TYPE: BUG

ABILITY: STURDY

HELD ITEM: -

Shed from Caphor Peon Gouarg in Phenac City (Level 20+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW SHED	REFRESH	GRD
	COUNTER	FTS



Forretriss

TYPE: BUG-STL

ABILITY: STURDY

HELD ITEM: -

Evolves from Pineco (Level 31)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POWDER SNOW	ICE
8	LEER	NRM
9	DOUBLE TEAM	NRM
10	BITE	DBK
10	DOUBLE TEAM	NRM
110	BITE	DBK
110	ICY WIND	ICE
119	HEADBUTT	NRM
120	PROTECT	NRM
120	CRUNCH	DBK
124	ICE BEAM	ICE
124	PSY	ICE
133	BLIZZARD	ICE
131	SHEER COLD	ICE

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	PROTECT	NRM
13	SILFESTRUCT	NRM
115	TAKE DOWN	NRM
122	BAFFO SPIN	NRM
126	BIDE	NRM
136	EXPLOSION	NRM
143	SPICES	GRD
150	DOUBLE-EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	PROTECT	NRM
9	SILFESTRUCT	NRM
10	SILFESTRUCT	NRM
110	TAKE DOWN	NRM
122	BAFFO SPIN	NRM
126	BIDE	NRM
139	EXPLOSION	NRM
149	SPICES	GRD
150	DOUBLE-EDGE	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOxic	PSN
07	WALL	ICE
10	HIDDEN POWER	NRM
12	TAUNT	DBK
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPERSLAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	HOW DANCE	FTS
19	SAFEGUARD	NRM
21	FASTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	ICE	GRD
30	POURLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	DBK
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

TM MOVES

TM	MOVE	TYPE
06	TOxic	PSN
10	HIDDEN POWER	NRM
13	SHOUTING	FTS
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	ICE BEAM	GRD
26	FRUSTRATION	NRM
27	TOURIST	GRD
28	EARTHQUAKE	GRD
29	RETURN	NRM
30	ICE	GRD
33	REFLECT	PSY
37	SANDSTORM	DBK
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

TM MOVES

TM	MOVE	TYPE
06	TOxic	PSN
10	HIDDEN POWER	NRM
13	SHOUTING	FTS
16	HYPER SLAM	NRM
19	LIGHT SCREEN	PSY
17	PROTECT	NRM
19	CALAMITY	GRD
21	FASTRATION	NRM
22	COLLEGE	GRD
26	EARTHQUAKE	GRD
27	TOURIST	NRM
28	ICE	GRD
33	DOUBLE TEAM	NRM
37	REFLECT	PSY
37	SANDSTORM	DBK
43	TRAP	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
ARISE	NRM
ICY WIND	ICE
SURETY	NRM
SHOCKER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

LEARNED MOVES

MOVE	TYPE
ARISE	NRM
SURETY	NRM
SHOCKER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

LEARNED MOVES

MOVE	TYPE
ARISE	NRM
SURETY	NRM
SHOCKER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELFDESTRUCT	NRM

Meowth

TYPE: NRM

ABILITY: PICKUP

HELD ITEM:-

Snag from Cipher Pear Forest in Phenac City (Level 22+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLISH	SLASH	NRM
SHADOW POLD	SLUG	NRM
	POW DAY	NRM
	BUZE	DRK



Persian

TYPE: NRM

ABILITY: LIMMER

HELD ITEM:-

Evolves from Meowth (Level 28)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
8	GROWL	NRM
8	BITE	DRK
11	EGG	DRK
120	POW DAY	NRM
129	KA HI ATTACK	DRK
138	SCREECH	NRM
146	PURF SWIPES	NRM
153	SLASH	NRM
159	FAKE OUT	NRM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	POUR	NRM
06	POUR	PSN
20	HIDDEN POWER	NRM
11	SUNNY DAY	FLR
12	TAUNT	DRK
35	HYPER BEAM	NRM
37	PROTECT	NRM
18	AA INDOANCE	WTR
23	FRUSTRATION	NRM
19	IGOR TAIL	STL
24	PHUNDRIBOLY	ELC
25	THUNDER	ELC
27	REUBAN	NRM
28	DRG	GRO
30	SHADOW BALL	GRO
33	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
40	AERIAL ACE	FLY
41	TORNTIST	DRK
42	KACADI	NRM
43	SECRET POWER	NRM
46	ELF	PSY
48	ATTRACT	NRM
48	THIEF	DRK
49	SLATCH	DRK

LEARNED MOVES

MOVE	TYPE
WIND	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
UTLAND EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
BRIGHT MARK	GRO
DOUBLE-EDGE	NRM

Swinub

TYPE: ICE GRD

ABILITY: OBLIVIOUS

HELD ITEM: NEVERMELTICE

Snag from Cipher Pear Forest in Phenac City (Level 22+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	ASHEN POWER	DRK
SHADOW WAVE	CHARM	NRM
	WIST	ICE
	MUD SHOT	GRO



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TAUNT	NRM
8	CHOKER SLASH	ICE
110	POWER SNOW	ICE
119	EMBER	NRM
128	TAKE DOWN	NRM
137	MIST	ICE
140	BLIZZARD	ICE
155	ANNEAL	PSY

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TAUNT	PSN
07	MAIL	ICE
13	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
16	LIGHT SCREEN	PSY
12	PROTECT	NRM
18	REBORNANCE	WTR
21	FRUSTRATION	NRM
26	FAIRY MOVIE	GRD
27	REUBAN	NRM
28	DRG	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	SANDSTORM	DRK
38	POUR	DRK
42	FAKAGE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WIND	NRM
ICY WIND	ICE
WINDY WIND	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Natu TYPE: PSY FLY

ABILITY: SYNCHRONIZE/EARLY BIRD

HELD ITEM: -

Snag from Cipher Peon Ellen in Phenac City (Level 22+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	FUTURE SIGHT	PSY
SHADOW PASS	BATON PASS	NRM
SHADOW SHED	NIGHT SHADE	GND
SHADOW SHED	AERIAL ACE	FLY



Xatu TYPE: PSY FLY

ABILITY: SYNCHRONIZE/EARLY BIRD

HELD ITEM: -

Evolves from Natu (Level 25)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	FUTURE SIGHT	PSY
SHADOW PASS	BATON PASS	NRM
SHADOW SHED	NIGHT SHADE	GND
SHADOW SHED	AERIAL ACE	FLY



Roselia TYPE: GRASS PSN

ABILITY: NATURAL CURE/POISON POINT

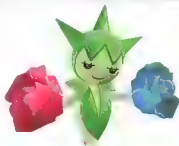
HELD ITEM: -

Snag from Cipher Peon Faein in Phenac City (Level 22+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WALK	MAGICAL LEAF	GRS
SHADOW SHED	SWEET KISS	NRM
SHADOW SHED	GRASSWHY STEEL	GRS
SHADOW SHED	LEECH SEED	GRS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLY
8	LEER	NRM
13	NIGHT SHADE	GND
13	TELEPORT	PSY
13	WHIM	NRM
13	FUTURE SIGHT	PSY
14	CONFUSE RAY	GND
15	PSYCHIC	PSY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLY
8	LEER	NRM
13	NIGHT SHADE	GND
13	TELEPORT	PSY
13	WHIM	NRM
13	FUTURE SIGHT	PSY
14	CONFUSE RAY	GND
15	PSYCHIC	PSY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	ABSORB	GRS
13	GROWTH	NRM
13	POISON STING	PSN
13	STAIR SPOKE	GRS
13	MEGA DRAIN	GRS
13	LEECH SEED	GRS
13	MAGICAL LEAF	GRS
13	GRASSWHY STEEL	GRS
13	GIGA DRAIN	GRS
13	SWEET SCENT	NRM
14	POISON	PSN
14	TOXIC	PSN
14	PETAL DANCE	GRS
13	AROMATHERAPY	GRS
13	SYNTHESIS	GRS

TM MOVES

TM	MOVE	TYPE
04	CALAMINTRO	PSY
05	TOXIC	PSN
10	HYPER POWER	NRM
11	SUNNY DAY	FLY
15	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	PSYCHIC	PSY
18	PSYCHIC	PSY
18	PSYCHIC	PSY
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	RETURN	NRM
23	PSYCHIC	PSY
30	SHADOW BALL	GND
32	DOUBLE TEAM	PSY
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	PSYCHIC	PSY
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRS
47	STEEL WING	FLY
48	SKILL SWAP	PSY

TM MOVES

TM	MOVE	TYPE
04	CALAMINTRO	PSY
05	TOXIC	PSN
10	HYPER POWER	NRM
11	SUNNY DAY	FLY
15	HYPER BEAM	NRM
18	LIGHT SCREEN	PSY
18	PSYCHIC	PSY
18	PSYCHIC	PSY
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	RETURN	NRM
30	SHADOW BALL	GND
32	DOUBLE TEAM	PSY
33	REFLECT	PSY
40	AERIAL ACE	FLY
42	PSYCHIC	PSY
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRS
47	STEEL WING	FLY
48	SKILL SWAP	PSY

TM MOVES

TM	MOVE	TYPE
05	TOXIC	PSN
09	POISON STING	PSN
10	HYPER POWER	NRM
11	SUNNY DAY	FLY
17	PROTECT	NRM
18	GIGA DRAIN	GRS
21	FRUSTRATION	NRM
22	SOLARBEAM	GRS
23	RETURN	NRM
30	SHADOW BALL	GND
32	DOUBLE TEAM	PSY
36	PSYCHIC	PSY
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES


MOVE	TYPE
W WICK	NRM
THE WICK WAVE	FLY
SUBSTITUTE	NRM
ORISHAM EATER	PSY
SHAGGER	NRM
WICKTHUMB	GND
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

LEARNED MOVES

MOVE	TYPE
W WICK	NRM
THE WICK WAVE	FLY
SUBSTITUTE	NRM
ORISHAM EATER	PSY
SHAGGER	NRM
WICKTHUMB	GND
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

LEARNED MOVES

MOVE	TYPE
W WICK	NRM
SUBSTITUTE	NRM
SHAGGER	NRM
BODY SLAM	NRM
NIGHTMARE	GND
DOUBLE-EDGE	NRM



Piloswine

TYPE: **CE GRD**

ABILITY: OBLIVIOUS

HELD ITEM: -

Evolves from Swinub (Level 33)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES


LEVEL	MOVE	TYPE
8	HORN ATTACK	NRM
8	ODOR SLEUTH	NRM
8	POWDER SNOW	ICE
8	ENDURE	NRM
119	POWDER SNOW	ICE
119	ENDURE	NRM
128	TAKE DOWN	NRM
133	FURY ATTACK	NRM
142	REST	ICE
150	BLIZZARD	ICE
170	ARREST	PSY

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOKEN	PSN
07	WALL	ICE
10	W BURN POWER	NRM
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	ICE	GRD
32	DOUBLE TEAM	NRM
33	ICE	PSY
37	SANDSTORM	ICE
39	ROCK TOMB	GRD
42	TRICK	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
HYPER BEAM	NRM
ICE	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE EDGE	NRM



Spearow

TYPE: **NRM FLY**

ABILITY: KEEN EYE

HELD ITEM: SHARP BEAK

Snag from Cipher Peon Sain in Phenac City (Level 22+)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES


LEVEL	MOVE	TYPE
8	PECK	FLY
8	GRIP	NRM
13	LEER	NRM
113	FURY ATTACK	NRM
133	POSSID	GRD
135	AERIAL ACE	FLY
138	SKYROW MOVE	FLY
137	SHARP BEAK	FLY
143	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOKEN	PSN
10	W BURN POWER	NRM
11	SUNNY DAY	FLY
17	PROTECT	NRM
18	RESISTANCE	WTR
23	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FRAGILE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRICK	GRD
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
HYPER BEAM	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE EDGE	NRM



Fearow

TYPE: **NRM FLY**

ABILITY: KEEN EYE

HELD ITEM: -

Evolves from Spearow (Level 20)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLY
8	GRIP	NRM
8	LEER	NRM
8	FURY ATTACK	NRM
13	LEER	NRM
113	FURY ATTACK	NRM
135	POSSID	GRD
137	SHARP BEAK	FLY
140	SHARP BEAK	FLY
143	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOKEN	PSN
10	W BURN POWER	NRM
11	SUNNY DAY	FLY
13	HYPER BEAM	NRM
17	PROTECT	NRM
18	SUNNY DAY	FLY
21	FRUSTRATION	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FRAGILE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRICK	GRD
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
HYPER BEAM	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE EDGE	NRM

Nosepass

TYPE: ROCK

ABILITY: STURDY/MAGNET PULL

HELD ITEM: -

Snag from Wanderer Miner B. (Level 26+)

HP	ATTACK	SA
DEFENSE	SPEED	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	THUNDERBOLT	ELE
SHADOW MIST	HELPING HAND	NRM
	THUNDER WAVE	ELE
	ROCK SLIDE	ROK



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
4	TACKLE	NRM
7	HARDEN	NRM
10	ROCK THROW	ROK
13	BLOCK	NRM
16	THUNDER WAVE	ELE
18	ROCK'S BIDE	ROK
21	TANDEM DANCE	ROK
23	REST	PSY
25	ZAP CANNON	ELE
28	LOCK ON	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	WATER POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DBR
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	THUNDERBOLT	ELE
25	YOUNGER	NRM
28	EARTHQUAKE	GRD
29	ICE BEAM	NRM
34	DOUBLE TEAM	NRM
35	SHOCK WAVES	ELE
37	SLASH	ROK
38	ROCK TOMB	ROK
41	TOUGHEN	DEF
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER THUMB	ELE
SEISMIC TOSS	NRM
SHUGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM
SELFDESTRUCT	NRM

Togepi

TYPE: NRM

ABILITY: HUSTLE/SHINING GRACE

HELD ITEM: -

Receive from Hordel in Outskirt Stand (Level 25+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	FOLLOW ME	NRM
SHADOW MIST	TRY ATTACK	NRM
	ANCIENT POWER	GRD
	HELPING HAND	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GROWL	NRM
8	CHARM	NRM
16	METRONOME	NRM
111	SHIEL EGG	NRM
118	SHIN	NRM
121	ENCORE	NRM
126	FOLLOW ME	NRM
131	WISH	NRM
136	SAFEGUARD	NRM
141	DOUBLE EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	WATER PULSE	WTR
06	TOXIC	PSN
10	WATER POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DBR
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	THUNDERBOLT	ELE
25	YOUNGER	NRM
28	EARTHQUAKE	GRD
29	ICE BEAM	NRM
34	DOUBLE TEAM	NRM
35	SHOCK WAVES	ELE
37	SLASH	ROK
38	ROCK TOMB	ROK
41	TOUGHEN	DEF
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER THUMB	ELE
SEISMIC TOSS	NRM
SHUGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Togetic

TYPE: NRM-FLY

ABILITY: HUSTLE/SHINING GRACE

HELD ITEM: -

Evolves from Togepi (Friendly Evolution)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	FOLLOW ME	NRM
SHADOW MIST	TRY ATTACK	NRM
	ANCIENT POWER	GRD
	HELPING HAND	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GROWL	NRM
8	CHARM	NRM
16	METRONOME	NRM
111	SHIEL EGG	NRM
118	SHIN	NRM
121	ENCORE	NRM
126	FOLLOW ME	NRM
131	WISH	NRM
136	SAFEGUARD	NRM
141	DOUBLE EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	WATER PULSE	WTR
06	TOXIC	PSN
10	WATER POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DBR
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	THUNDERBOLT	ELE
25	YOUNGER	NRM
28	EARTHQUAKE	GRD
29	ICE BEAM	NRM
34	DOUBLE TEAM	NRM
35	SHOCK WAVES	ELE
37	SLASH	ROK
38	ROCK TOMB	ROK
41	TOUGHEN	DEF
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER THUMB	ELE
SEISMIC TOSS	NRM
SHUGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Paras TYPE: BUG-GRS

ABILITY: EFFECT SPORE

HELD ITEM: -

Snag from CIPHER Penn Humah in Cipher Key Lair (Level 28+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW B. FZ	SPORE	GRS
SHADOW SHED	REFRESH	NRM
	SLASH	NRM
	FALSE SWIPE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
17	STUN SPORE	GRS
113	POISON POWDER	PSN
116	LEECH LIFE	GRS
115	SPICE	GRS
131	SLASH	NRM
137	GROWTH	NRM
143	GIGA DRAIN	GRS
149	AROMATHERAPY	GRS

TM MOVES

TM	MOVE	TYPE
06	TOxic	PSN
09	BUG-ITIZED	GRS
10	HIDDEN POWER	NRM
11	SLURRY GUY	FIRE
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	RESTRAINTION	NRM
22	SC. POTECAM	GRS
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SUNGLASS	PSN
40	NEURAL ACE	FLY
42	FACE	NRM
43	SECRET POWER	NRM
44	BLIT	PSY
45	ATTRACT	NRM
46	TRIF	GRS

LEARNED MOVES

MOVE	TYPE
N/M C	NRM
SUBSTITUTE	NRM
SHOCKER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Parasect TYPE: BUG-GRS

ABILITY: EFFECT SPORE

HELD ITEM: -

Evolves from Paras (Level 24)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
8	STUN SPORE	GRS
11	POISON POWDER	PSN
113	POISON POWDER	PSN
119	LEECH LIFE	GRS
127	SPORE	GRS
135	SLASH	NRM
143	GROWTH	NRM
149	GIGA DRAIN	GRS
149	AROMATHERAPY	GRS

TM MOVES

TM	MOVE	TYPE
06	TOxic	PSN
09	BULLY SEED	GRS
10	HIDDEN POWER	NRM
11	SLURRY GUY	FIRE
15	POPPER BLAM	NRM
17	PROTECT	NRM
19	GIGA DRAIN	GRS
21	RESTRAINTION	NRM
22	SC. POTECAM	GRS
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLURGER BOSS	PSN
40	NEURAL ACE	FLY
42	FACE	NRM
43	SECRET POWER	PSY
44	BLIT	NRM
45	ATTRACT	NRM
46	TRIF	GRS

LEARNED MOVES

MOVE	TYPE
AROMATIC	NRM
SHRIMP TUBE	NRM
SHOCKER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Growlith TYPE: FIRE

ABILITY: INTIMIDATE/FLASH FIRE

HELD ITEM: -

Snag from CIPHER Penn Humah in Cipher Key La r (Level 28+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW B. FZ	FLAMETHROWER	FIRE
SHADOW WAVE	CHARM	NRM
	BITE	GRD
	TAKE DOWN	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	BITE	GRS
8	TOUR	NRM
13	EMBER	FIRE
113	LEER	NRM
116	ROCK SLAM	NRM
135	TAKE DOWN	NRM
137	FLAME WHEEL	FIRE
137	HEATED HAND	NRM
143	ASP. TV	PSY
149	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
05	ROAR	NRM
06	TOxic	PSN
10	HIDDEN POWER	NRM
11	SLURRY GUY	FIRE
17	PROTECT	NRM
21	RESTRAINTION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
37	FLAME BLAST	FIRE
40	NEURAL ACE	FLY
42	FACE	NRM
43	SECRET POWER	NRM
44	BLIT	PSY
45	ATTRACT	NRM
46	TRIF	GRS
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
SHOCK	NRM
TURNT TUBE	NRM
SHOCKER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Arcanine TYPE: FIRE

ABILITY: INTIMIDATE/FLAME FIRE

HELD ITEM: -

Evolves from Growlithe (Fire Stone)

HP ATTACK SA
SPEED DEFENSE SD



Shellder TYPE: WTR

ABILITY: SHELL ARMOR

HELD ITEM: -

Snag from Cipher Peon Garag in Cipher Key Lair (Level 29+)

HP ATTACK SA
SPEED DEFENSE SD



Cloyster TYPE: WTR/ICE

ABILITY: SHELL ARMOR

HELD ITEM: -

Evolves from Shellder (Water Stone)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
1	Bite	DRN
8	Roar	DRN
9	Ember	FIE
16	Dig	DRN
29	Extreme Speed	DRN

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	Tackle	DRN
9	Withdraw	WTR
10	Super Sonic	DRN
13	Aurora Beam	ICE
15	Protect	DRN
16	Leer	DRN
18	Clasp	WTR
19	Ice Beam	ICE

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	Withdraw	WTR
9	Super Sonic	DRN
10	Aurora Beam	ICE
16	Protect	DRN
18	Spike Cannon	DRN

TM MOVES

TM	MOVE	TYPE
05	Solar Beam	DRN
06	Toxic	DRN
10	Hidden Power	DRN
11	Sunny Day	DRN
15	Hyper Beam	DRN
17	Protect	DRN
21	Frustration	DRN
23	Rain Dance	WTR
27	Return	DRN
28	Dig	DRN
32	Double Team	DRN
35	Flamethrower	FIE
39	Fire Blast	FIE
40	Aeroblast	FLY
43	Facade	DRN
43	Secret Power	DRN
44	Rest	PSY
45	Attract	DRN
46	Thief	DRN
50	Overheat	FIE

TM MOVES

TM	MOVE	TYPE
11	Water Pulse	WTR
06	Toxic	DRN
07	Heal	ICE
10	Hidden Power	DRN
15	Ice Beam	ICE
14	Blizzard	ICE
17	Protect	DRN
18	Rain Dance	WTR
23	Frustration	DRN
27	Return	DRN
32	Double Team	DRN
42	Facade	DRN
43	Secret Power	DRN
44	Rest	PSY
45	Attract	DRN

TM MOVES

TM	MOVE	TYPE
01	Water Pulse	WTR
06	Toxic	DRN
07	Heal	ICE
10	Hidden Power	DRN
15	Ice Beam	ICE
14	Blizzard	ICE
17	Protect	DRN
18	Rain Dance	WTR
23	Frustration	DRN
27	Return	DRN
32	Double Team	DRN
41	Confuse	DRN
42	Facade	DRN
43	Secret Power	DRN
44	Rest	PSY
45	Attract	DRN

LEARNED MOVES

MOVE	TYPE
MAK	DRN
SUBSTITUTE	DRN
SWAGGER	DRN
BODY SLAM	DRN
COLLAPSE	DRN

LEARNED MOVES

MOVE	TYPE
MAK	DRN
ICY WIND	ICE
SUBSTITUTE	DRN
SWAGGER	DRN
DOUBLE EDGE	DRN
SELFDESTRUCT	DRN

LEARNED MOVES

MOVE	TYPE
MAK	DRN
ICY WIND	ICE
SUBSTITUTE	DRN
SWAGGER	DRN
DOUBLE EDGE	DRN
SELFDESTRUCT	DRN

Beedrill TYPE: BUG/PSN

ABILITY: SWARM

HELD ITEM: POISON STING

Snag from Cipher Peen Lok in Cipher Key Law (Level 30+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BITE	SLASH BOMB	PSN
SHADOW HOLD	BATON PASS	NRM
	THWINEEDLE	BUG
	WINDY DANCE	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	JURY ATTACK	NRM
10	PURTY ATTACK	NRM
11B	POLES ENERGY	NRM
12D	THWINEEDLE	BUG
13	BASH	NRM
13D	ALIBISHIT	BUG
13T	PIN W/ SCALE	BUG
14D	AGILITY	PSY
14S	ENTRAPOR	NRM

TM MOVES

TM	MOVE	TYPE
05	TOXIC	PSN
10	HYPER POWER	NRM
11	SLURRY EAT	PSN
15	HYPER BEAM	NRM
17	PROTECT	NRM
29	C-GAR DIA M	OST
31	FRUSTRATION	NRM
32	SCALDERMAN	OST
37	RETURN	NRM
38	BUCK UNKAY	PTG
39	CRICKLE TEAM	NRM
36	S-ROCK BGMH	PSN
40	AERIAL ACE	FLY
42	PACAGE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRIP	OST

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE-EDGE	NRM

Pidgeotto TYPE: NRM-FLY

ABILITY: KEEN EYE

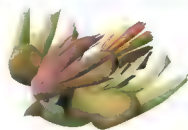
HELD ITEM: -

Snag from Cipher Peen Lok in Cipher Key Law (Level 30+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BITE	WING ATTACK	FLY
SHADOW PUNCH	REFRESH	NRM
	STEEL WING	STL
	FEATHERDANCE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
9	SAPO-ATTACK	BUG
9	GUST	FLY
10	SAND-ATTACK	BUG
11	GUST	FLY
11D	QUICK ATTACK	NRM
11T	WHIRLWIND	NRM
11B	WINDY DANCE	FLY
11S	AGILITY	PSY
11T	MIRROR MOVE	FLY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HYPER POWER	NRM
11	SLURRY EAT	PSN
17	PROTECT	NRM
18	POLE DANCE	OST
21	FRUSTRATION	NRM
27	RETURN	NRM
31	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	PACAGE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRIP	OST
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Pidgeot TYPE: NRM-FLY

ABILITY: KEEN EYE

HELD ITEM: -

Evolves from Pidgeotto (Level 36)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
9	SAPO-ATTACK	BUG
9	GUST	FLY
10	QUICK ATTACK	NRM
11	SAND-ATTACK	BUG
11	GUST	FLY
11D	QUICK ATTACK	NRM
11B	WHIRLWIND	NRM
11T	WING ATTACK	FLY
11S	FEATHERDANCE	FLY
11T	AGILITY	PSY
11T	MIRROR MOVE	FLY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HYPER POWER	NRM
11	SLURRY EAT	PSN
17	PROTECT	NRM
18	POLE DANCE	OST
21	FRUSTRATION	NRM
27	RETURN	NRM
31	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	PACAGE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRIP	OST
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Venomoth

TYPE: BUG PSN

ABILITY: SHIELD DUST

Held Item: SILVER POWDER

Snag from Cipher Peon Angic in Cipher Key Lair (Level 32+)

HP	ATTACK	144
SPEED	DEFENSE	50

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW FLARE	SILVER WIND	BUG
SHADOW M ST	REFRESH	NRM
	SUBSTITUTE	NRM
	PSYCHIC	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SILVER WIND	BUG
8	LEECH	NRM
8	DISABLE	NRM
8	POISON DART	NRM
8	SUPERSONIC	NRM
10	SUPERSONIC	NRM
17	CONFUSION	PSY
17	POISON POWDER	PSN
18	LEECH LIFE	BUG
18	STUN SPORE	GRS
18	SLASH	FST
18	PSYBEAM	PSY
18	SLEEP POWDER	GRS
18	PSYCHIC	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	POISON POWDER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	POISON	NRM
19	GRASS WHISTLE	GRS
21	FRUSTRATION	NRM
22	TOXIC SPIN	GRS
27	RETALIA	NRM
27	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
36	SLEEPING POWDER	PSN
40	SERIAL KISS	FST
42	POISON	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	ATTRACT	NRM
48	TRICK	GRS
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
MINIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

Weepinbell

TYPE: GRS PSN

ABILITY: CHLOROPHYLL

Held Item: -

Snag from Cipher Peon Angic in Cipher Key Lair (Level 32+)

HP	ATTACK	54
SPEED	DEFENSE	50

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	SLEEP LEAF	GRS
SHADOW HOLD	MEDICINE SUNDAY	NRM
	SUNNY DAY	PSN
	SWEET SCENT	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	VINE WHIP	GRS
8	GROWTH	NRM
8	WRAP	NRM
8	GROWTH	NRM
10	WRAP	NRM
15	SLEEP POWDER	GRS
17	POISON POWDER	PSN
17	STUN SPORE	GRS
18	ACID	PSN
18	SWEET SCENT	NRM
18	RAZOR LEAF	GRS
18	SLAM	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	LEECH SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
19	POISON	NRM
19	GRASS WHISTLE	GRS
21	FRUSTRATION	NRM
22	SOLAR BEAM	GRS
27	RETALIA	NRM
32	DOUBLE TEAM	NRM
36	SLEEPING POWDER	PSN
42	POISON	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	ATTRACT	NRM
48	TRICK	GRS

LEARNED MOVES

MOVE	TYPE
MINIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

Victreebel

TYPE: GRS PSN

ABILITY: CHLOROPHYLL

Held Item: -

Evolves from Weepinbell (Leaf Stone)

HP	ATTACK	54
SPEED	DEFENSE	50

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	SLEEP LEAF	GRS
SHADOW HOLD	MEDICINE SUNDAY	NRM
	SUNNY DAY	PSN
	SWEET SCENT	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	VINE WHIP	GRS
8	SLEEP POWDER	GRS
8	SWEET SCENT	NRM
8	RAZOR LEAF	GRS

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
09	LEECH SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	POISON	NRM
19	GRASS WHISTLE	GRS
21	FRUSTRATION	NRM
22	SOLAR BEAM	GRS
27	RETALIA	NRM
32	DOUBLE TEAM	NRM
36	SLEEPING POWDER	PSN
42	POISON	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	ATTRACT	NRM
48	TRICK	GRS

LEARNED MOVES

MOVE	TYPE
MINIC	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

Arbok

TYPE: PSN

ABILITY: INTIMIDATE/SHED SKIN

HELD ITEM:

Snag from Cipher Peon Smarston in Cipher Key Lair (Level 33+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	S.L.DGE BOMB	PSN
SHADOW HALF	REFRESH	NRM
	BLAZE	NRM
	BITE	DRK



Primeape

TYPE: FTG

ABILITY: VITAL SPIT

HELD ITEM:

Snag from Cipher Admin Gorigan in Cipher Key Lair (Level 34+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	CROSSCHOP	FTG
SHADOW STORM	HELPING HAND	NRM
	FOCUS ENERGY	NRM
	REVERSAL	FTG



Hypno

TYPE: PSY

ABILITY: INSOMNIA

HELD ITEM:

Snag from Cipher Admin Gorigan in Cipher Key Lair (Level 34+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	PSYOC C	PSY
SHADOW DOWN	EATON PASS	PSY
	MISTYATE	PSY
	S.HADOW BALL	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WEEP	NRM
8	LEER	NRM
8	POISON STING	PSN
8	EYE	DRK
16	POISON STING	PSN
113	EYE	DRK
130	LEER	NRM
139	SCREECH	NRM
139	ACID	PSN
149	POCKPOLE	DRK
149	SHADOW	NRM
149	SPIT L.P.	NRM
156	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
06	TOxic	PSN
10	H. ROCK POWER	ASM
11	SUNNY DAY	FIRE
15	IMPRISON	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
19	DIGG DIRT	GRS
21	FR. STRAY CH	NRM
23	BURN TAIL	FL
23	FLARE	GRD
27	RETURN	NRM
28	BLO	GRD
30	DOUBLE TEAM	PSN
30	S.L.DGE BOMB	PSN
41	QUICKEN	DRK
42	FALCON	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
BRICK	NRM
SHADOWITE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCREECH	NRM
8	LEER	NRM
8	LOW KICK	FTG
8	RAVE	NRM
16	LOW KICK	FTG
115	KARATE CHOP	FTG
131	FURY SWIPES	NRM
137	FOCUS ENERGY	NRM
138	BAGL	NRM
138	SEISMIC TOSS	FTG
145	CROSS CHOP	FTG
156	KARATE	NRM
160	THRASH	NRM

TM MOVES

TM	MOVE	TYPE
06	FOCUS PUNCH	FTG
06	TOxic	PSN
08	BULK UP	FTG
11	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
18	HYPER BEAM	NRM
19	PROTECT	NRM
19	RAIN DANCE	WTR
21	FR. STRAY CH	NRM
23	BURN TAIL	FL
23	FLARE	GRD
24	THUNDERBOLT	ELC
25	FLAME	ELC
26	FLARE	GRD
27	RETURN	NRM
27	DOUBLE TEAM	PSN
30	SECRET POWER	NRM
32	DOUBLE TEAM	PSN
32	SECRET POWER	NRM
42	ATTRACT	NRM
43	THIEF	DRK
45	ATTRACT	NRM
46	THIEF	DRK
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
BRICK	NRM
SEISMIC TOSS	FTG
SWAGGER	NRM
DOUBLE-EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	FOCUS	NRM
8	HYPOHIS	PSY
8	DISABLE	NRM
8	CONFUSION	PSY
110	DISABLE	NRM
118	CONFUSION	PSY
125	HELDONTY	NRM
133	POISON GAS	PSN
140	MISTYATE	PSY
149	PSYOC	PSY
156	PSYCH UP	NRM
160	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
06	FOCUS PUNCH	FTG
06	TOxic	PSN
10	H. ROCK POWER	ASM
11	SUNNY DAY	FIRE
12	TAUNT	DRK
15	HYPER BEAM	NRM
16	LUCKY CHIEF	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
20	SAFEGUARD	NRM
21	FR. STRAY CH	NRM
23	PSYCH UP	PSY
27	RETURN	NRM
30	SECRET POWER	NRM
32	DOUBLE TEAM	PSN
33	REFLECT	PSY
41	HYPOHIS	PSY
42	VALADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	DRK
48	SECRET SNIP	PSY
49	SNATCH	DRK

LEARNED MOVES

MOVE	TYPE
BRICK	NRM
TRANSFORM	ELC
SEISMIC TOSS	FTG
SHADOWITE	NRM
SHADOWITE	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	GRD
DOUBLE-EDGE	NRM

Raticate

ABILITY: RUN AWAY/CUTS

HELD ITEM: -

TYPE: NRM

Snag from Chaser Purgie in Citadark Isle (Level 34+)

HP: ATTACK: SA:

SPEED: DEFENSE: SD:

STARTING MOVES	MOVE	TYPE
SHADOW BITE	SLASH FANG	NRM
SHADOW DOWN	REFRESH	NRM
	SCARY FACE	NRM
	HYPER FANG	NRM



LEVEL-UP MOVES	LEVEL	MOVE	TYPE
	8	TACKLE	NRM
	8	TAIL WHIP	NRM
	8	OLUCK ATTACK	NRM
	17	OLUCK ATTACK	NRM
	113	HYPER FANG	NRM
	120	SCARY FACE	NRM
	132	POURCE	DRK
	140	SCARY FANG	NRM
	150	ENDAVOR	NRM

TM MOVES	TM	MOVE	TYPE
	03	ROAR	NRM
	06	TONGUE	PSN
	10	HIDDEN POWER	NRM
	11	SUNNY DAY	FRS
	12	TAUNT	DRK
	13	ICE BEAM	ICE
	14	BEVIZARD	ICE
	15	HYPER BEAM	NRM
	17	PROTECT	NRM
	19	QUICK DANCE	DRK
	21	FRUSTRATION	NRM
	23	SOFT TA	STL
	24	THUNDERBOLT	ELC
	25	RETURN	NRM
	27	RETURN	NRM
	30	SHADOW BALL	DRK
	32	DOUBLE TEAM	NRM
	34	SHOCK WAVE	ELC
	42	FEARCE	NRM
	43	SECRET POWER	NRM
	44	REST	PSY
	45	ATTRACT	NRM
	48	THIEF	DRK

LEARNED MOVES	MOVE	TYPE
	MINIC	NRM
	HAUNTER WAVE	ELC
	ICY WIND	ICE
	SUBSTITUTE	NRM
	SWAGGER	NRM
	BODY SLAM	NRM
	DOUBLE-EDGE	NRM

Golduck

ABILITY: DAMP/CLOUD NINE

HELD ITEM: -

TYPE: WTR

Snag from Navigator Absorn in Citadark Isle (Level 83+)

HP: ATTACK: SA:

SPEED: DEFENSE: SD:

STARTING MOVES	MOVE	TYPE
SHADOW BITE	CLAYDALL	WTR
SHADOW MIST	CHARM	NRM
	PICTUP	NRM
	BRICK BREAK	FRG



LEVEL-UP MOVES	LEVEL	MOVE	TYPE
	8	WALLPUNCH	WTR
	8	SCRATCH	NRM
	8	TAIL WHIP	NRM
	8	DISABLE	NRM
	13	TAIL WHIP	NRM
	110	DISABLE	NRM
	118	CONFESSION	PSY
	125	SCRECH	NRM
	131	PSYCH UP	NRM
	144	FURY SWIRE	NRM
	158	HYPER PUNCH	WTR

TM MOVES	TM	MOVE	TYPE
	06	FOCUS PUNCH	FRG
	07	WATER PULSE	WTR
	04	CALM MIND	PSY
	06	TRICK	PSN
	07	HAUL	ICE
	10	HIDDEN POWER	NRM
	11	ICE BEAM	ICE
	14	BEVIZARD	ICE
	15	HYPER BEAM	NRM
	17	PROTECT	NRM
	19	QUICK DANCE	DRK
	21	FRUSTRATION	NRM
	23	SOFT TA	STL
	24	THUNDERBOLT	ELC
	25	RETURN	NRM
	27	RETURN	NRM
	28	DIG	GRD
	31	BRICK BREAK	FRG
	32	DOUBLE TEAM	NRM
	40	ASPRAL ACE	ELC
	42	FEARCE	NRM
	43	SECRET POWER	NRM
	44	REST	PSY
	48	ATTRACT	NRM

LEARNED MOVES	MOVE	TYPE
	MINIC	NRM
	HAUNTER WAVE	ELC
	ICY WIND	ICE
	SUBSTITUTE	NRM
	SWAGGER	NRM
	BODY SLAM	NRM
	DOUBLE-EDGE	NRM

Sableye

ABILITY: KEEN EYE

HELD ITEM: -

TYPE: DRK-GHO

Snag from Navigator Absorn in Citadark Isle (Level 83+)

HP: ATTACK: SA:

SPEED: DEFENSE: SD:

STARTING MOVES	MOVE	TYPE
SHADOW BITE	SHADOW BALL	DRK
SHADOW BITE	HELPING HAND	NRM
SHADOW MIST	FAINT ATTACK	DRK
	RECOVER	NRM



LEVEL-UP MOVES	LEVEL	MOVE	TYPE
	8	LEECH	NRM
	8	SCRATCH	NRM
	15	POURCE	DRK
	19	ROOST ECHO	DRK
	113	ASTONISH	DRK
	117	FURY SWIRE	NRM
	123	FAINT OUT	NRM
	135	DELICAT	FRG
	129	FAINT ATTACK	DRK
	137	WINDY CURE	DRK
	137	CONFUSE RAY	DRK
	141	SHADOW BALL	DRK
	148	MEAN LOOK	NRM

TM MOVES	TM	MOVE	TYPE
	06	FOCUS PUNCH	FRG
	07	WATER PULSE	WTR
	04	CALM MIND	PSY
	06	TRICK	PSN
	07	HIDDEN POWER	NRM
	11	SUNNY DAY	FRS
	12	TACIT	DRK
	17	PROTECT	NRM
	18	RAIN DANCE	WTR
	21	FRUSTRATION	NRM
	27	RETURN	NRM
	28	DIG	GRD
	29	PSYCHIC	PSY
	30	SHADOW BALL	DRK
	31	BRICK BREAK	FRG
	32	DOUBLE TEAM	NRM
	34	SHOCK WAVE	ELC
	39	ROCK TOMB	FRG
	40	ASPRAL ACE	ELC
	41	TORRENT	DRK
	42	FEARCE	NRM
	43	SECRET POWER	NRM
	44	REST	PSY
	45	ATTRACT	NRM
	48	THIEF	DRK
	49	SWATCH	DRK

LEARNED MOVES	MOVE	TYPE
	MINIC	NRM
	HAUNTER WAVE	ELC
	SUBSTITUTE	NRM
	SWAGGER	NRM
	BODY SLAM	NRM
	DOUBLE-EDGE	DRK

Dodrio

TYPE: NRM-FLY

ABILITY: RUN AWAY/EARLY BIRD

HELD ITEM: -

Snag from Chaser Furgyn in Citadark Isle (Level 94+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLITZ	DRILL PECK	FLY
SHADOW SHED	BATON PASS	NRM
	SO-CITY	PSY
	TRI ATTACK	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLY
9	DRILL	NRM
9	PURR-JIT	GRD
9	FLYBY ATTACK	NRM
10	PURR-JIT	GRD
11	FLYBY ATTACK	NRM
12	TRI ATTACK	NRM
13	WAGE	NRM
18	UPROAR	NRM
147	DRILL PECK	FLY
149	ABILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
20	HYPER POWER	NRM
31	SUNNY DAY	FIRE
35	TAUNT	GRD
35	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
30	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
41	YAWN	GRD
43	FACADE	NRM
43	SECRET POWER	NRM
46	REST	PSY
48	ATTRACT	NRM
48	THIEF	GRD
49	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
W U V	NRM
SHINY-ITE	NRM
SWINGIN	NRM
ECOF-ALAM	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Farfetch'd

TYPE: NRM-FLY

ABILITY: KEEN EYE/INNER FOCUS

HELD ITEM: LEEL

Snag from Cipher Admin Lavrina in Citadark Isle (Level 36+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAK	SLASH	NRM
SHADOW SKY	BATON PASS	NRM
SHADOW PANG	SWOOSH DANCE	NRM
	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLY
15	SLASH ATTACK	GRD
18	LEER	NRM
115	FURY ATTACK	NRM
125	KNOCK OFF	GRD
136	FURY CUTTER	GRD
139	SWOOSH DANCE	NRM
143	ABILITY	PSY
143	SLASH	NRM
146	FALSE SWOPE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HYPER POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
43	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
WAK	NRM
SHINY-ITE	NRM
SHRUGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Altaria

TYPE: DRG-FLY

ABILITY: NATURAL CURB

HELD ITEM: DRAGON FANG

Snag from Cipher Admin Lavrina in Citadark Isle (Level 36+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BEAM	DRAGONBREATH	DRG
SHADOW W ST	HEAL BELL	NRM
SHADOW BARE	SO-CITY	PSY
	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLY
8	CROWN	NRM
8	ASTONISH	GRD
8	SING	NRM
18	ASTONISH	GRD
110	SING	NRM
118	FLYBY ATTACK	NRM
125	SAFEGUARD	NRM
133	WIST	ICE
133	CALL EPOCH	NRM
135	DRAGONBREATH	DRG
140	DRAGON DANCE	DRG
148	REFRESH	NRM
154	PERISH SONG	NRM
159	SKY ATTACK	FLY

TM MOVES

TM	MOVE	TYPE
02	DRAGON CLAW	DRG
05	SOUL	NRM
06	TOXIC	PSN
10	HYPER POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BLAST	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	PR WEAVER	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	SLASH ATTACK	GRD
23	IRON TAIL	STL
26	FACADE	NRM
27	RETURN	NRM
32	DOUBLE TEAM	NRM
35	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
43	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
WAK	NRM
SHINY-ITE	NRM
DREAM EATER	PSY
SWINGIN	NRM
BODY SLAM	NRM
SKY ATTACK	FLY
DOUBLE-EDGE	NRM

Tangela

TYPE: GRASS

ABILITY: CHLOROPHYLL

HELD ITEM: MIRACLE SEED

Snag from Cipher Peon Targ in Cipher Key Lair (Level 30+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW HAZE	SOLARBEAM	GRASS
SHADOW HOLD	MORNING SUN	GRASS
	SUNNY DAY	GRASS
	INGRAN	GRASS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	INGRAN	GRASS
8	CONSTRUCT	GRASS
14	SLEEP POWDER	GRASS
16	LESION	GRASS
18	GROWTH	GRASS
19	POISONPOWDER	GRASS
22	VINE WHIP	GRASS
24	WIND	GRASS
31	MEGA DRAIN	GRASS
33	SUNNY SPARE	GRASS
34	SUN	GRASS
34	TICKLE	GRASS

TM MOVES

TM	MOVE	TYPE
04	TOXIC	PSY
09	PSYLET SEED	GRASS
10	HIDDEN POWER	GRASS
11	SUNNY DAY	GRASS
12	HYPERSPEAR	GRASS
13	PROTECT	GRASS
14	REFLECT	GRASS
15	CHARGE	GRASS
16	FLAMEBROW	GRASS
17	SOLARBEAM	GRASS
21	BLITZ	GRASS
22	POISON TEAM	GRASS
23	SLUDGE BOMB	GRASS
24	POISON	GRASS
30	SECRET POWER	GRASS
41	REST	PSY
42	ATTRACT	GRASS
44	THIEF	GRASS

LEARNED MOVES

MOVE	TYPE
M.M.C.	GRASS
SHADOW HAZE	GRASS
SHADOW HOLD	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS

Butterfree

TYPE: BUG / FLY

ABILITY: COMPOUNDEYES

HELD ITEM: -

Snag from Cipher Peon Targ in Cipher Key Lair (Level 30+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW HAZE	PSYCHIC	PSY
SHADOW HOLD	MORNING SUN	GRASS
	SLEEP POWDER	GRASS
	AERIAL ACE	FLY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	CONFUSION	PSY
10	CONFUSION	PSY
11	POISONPOWDER	GRASS
14	SUN SPARK	GRASS
15	SLEEP POWDER	GRASS
18	SUPERSONIC	GRASS
22	WHIRLWIND	GRASS
24	WIND	GRASS
34	PSYCHIC	PSY
34	STEEL BEAM	GRASS
34	SILVER WIND	GRASS

TM MOVES

TM	MOVE	TYPE
04	TOXIC	PSY
10	HIDDEN POWER	GRASS
11	SUNNY DAY	GRASS
12	HYPERSPEAR	GRASS
13	PROTECT	GRASS
14	REFLECT	GRASS
15	CHARGE	GRASS
16	FLAMEBROW	GRASS
21	BLITZ	GRASS
22	POISON TEAM	GRASS
23	SLUDGE BOMB	GRASS
24	POISON	GRASS
30	SECRET POWER	GRASS
41	REST	PSY
42	ATTRACT	GRASS
44	THIEF	GRASS
44	SKULL SHAP	PSY

LEARNED MOVES

MOVE	TYPE
SHADOW HAZE	GRASS
SHADOW HOLD	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS

Magnetron

TYPE: E.C. STL

ABILITY: MAGNET PULL/STUNDRY

HELD ITEM: METAL COAT

Snag from Cipher Peon Snidle in Cipher Key Lair (Level 30+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW HAZE	DOUBLE EDGE	GRASS
SHADOW HOLD	REFRESH	GRASS
SHADOW HAZE	RAIN DANCE	GRASS
	THUNDER	GRASS



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	METAL SOUND	GRASS
8	TACKLE	GRASS
10	THUNDERBOLT	GRASS
11	SUPERSONIC	GRASS
14	THUNDERBOLT	GRASS
18	SUPERSONIC	GRASS
22	THUNDERBOLT	GRASS
24	THUNDERBOLT	GRASS
26	SPARK	GRASS
30	THUNDER	GRASS
34	THUNDER	GRASS
38	SCREEN	GRASS
42	ZAP CANNON	GRASS

TM MOVES

TM	MOVE	TYPE
04	TOXIC	PSY
10	HIDDEN POWER	GRASS
11	SUNNY DAY	GRASS
12	HYPERSPEAR	GRASS
13	PROTECT	GRASS
14	REFLECT	GRASS
15	CHARGE	GRASS
16	FLAMEBROW	GRASS
21	BLITZ	GRASS
22	POISON TEAM	GRASS
23	SLUDGE BOMB	GRASS
24	POISON	GRASS
30	SECRET POWER	GRASS
41	REST	PSY

LEARNED MOVES

MOVE	TYPE
SHADOW HAZE	GRASS
SHADOW HOLD	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS
SHADOW HAZE	GRASS

Kangaskhan TYPE: NRM

ABILITY: EARLY BIRD

HELD ITEM: SING

Sing from Cipher Peon Ultrar in Citadark Isle (Level 35+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	LEPTONARE	GRD
SHADOW M ST	SING	NRM
	TAIL WHIP	NRM
	DEEP PUNCH	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	COMET PUNCH	NRM
9	LEE	NRM
13	BITE	GRD
113	TAIL WHIP	NRM
119	FAKE OUT	NRM
123	MEDIA PUNCH	NRM
133	RAGE	NRM
137	ENDURE	NRM
143	DEEP PUNCH	NRM
149	REVERSAL	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	VOLLEY PUNCH	FTG
05	ROAR	NRM
06	TOLC	PSY
07	HAZ	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	GL GLEAM	ICE
18	HYPER BEAM	NRM
17	PROTECT	NRM
19	RAID OFFICE	FTG
21	FRUSTRATION	NRM
22	DOUBLEDOWN	GRD
23	ROCK M	STL
24	THUNDERBOLT	ELE
25	THUNDER	ELE
26	EARTHQUAKE	GRD
27	REFLECT	NRM
28	DRG	GRD
30	SHADOW BALL	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELE
35	FLARE POWER	FIRE
37	SANDS OMB	GRD
38	FIRE BLAST	FIRE
39	ROCK TOMB	NRM
40	HEAVY ACE	FTG
42	FACADE	NRM
43	SECRET POWER	NRM
44	DEEP	PSY
45	ATTRACT	NRM
46	ICE F	ICE

LEARNED MOVES

MOVE	TYPE
THINK	NRM
STORM TIDE	FTG
ICE WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Banette TYPE: GRD

ABILITY: INCOMING

HELD ITEM: SPELL TAG

Sing from Cipher Peon Ultrar in Citadark Isle (Level 37+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW PUNCH	ICE	ICE
SHADOW GOLD	HELPING HAND	NRM
	SHADOW BALL	GRD
	CURSE	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POISON OFF	GRD
9	SCREECH	NRM
9	ANGRY SHADE	GRD
9	CURSE	GRD
18	SCREECH	NRM
113	ANGRY SHADE	GRD
120	CURSE	GRD
129	SPITE	GRD
133	WILL O' WISP	FTG
139	ANGRY SHADE	GRD
148	SHADOW BALL	GRD
153	SHOCK	GRD
164	GRUDGE	GRD

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
05	YOUNG	PSY
10	BROWN POWER	NRM
11	SUNNY DAY	FIRE
12	LUCKY	GRD
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	FLAME DANCE	FTG
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELE
25	THUNDER	ELE
27	RETURN	NRM
29	PSY ICE	PSY
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
33	SHOCK WAVE	ELE
41	TORNADO	GRD
42	FACADE	NRM
43	SECRET POWER	NRM
44	DEEP	PSY
45	ATTRACT	NRM
46	ICE F	ICE
48	SKILL SWAP	PSY
49	SWITCH	GRD

LEARNED MOVES

MOVE	TYPE
THINK	NRM
THUNDER SHADE	ELE
ICE WIND	ICE
SUBSTITUTE	NRM
CRYSTAL EYE	PSY
SWAGGER	NRM
BODY SLAM	NRM
HIGH FIVE	GRD
DOUBLE EDGE	NRM

Magnar TYPE: FIRE

ABILITY: FLAME BODY

HELD ITEM: SING

Sing from Cipher Peon Ultrar in Citadark Isle (Level 36+)

HP ATTACK SA
SPEED DEFENSE SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BALL	FIRE BLAST	FIRE
SHADOW RUSH	FOLLOW ME	NRM
SHADOW SHED	CROSS CHOP	FTG
	THUNDERBOLT	ELE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	EMBER	FIRE
9	LEE	NRM
9	SING	PSY
9	FIRE PUNCH	FIRE
17	LEE	NRM
113	SING	PSY
119	FIRE PUNCH	FIRE
129	SUPERSLEEP	NRM
133	SUNNY DAY	FIRE
141	FLAME POWER	FIRE
149	COMET PUNCH	GRD
157	FIRE BLAST	FIRE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	YOUNG	PSY
10	BROWN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	PROTECT	NRM
27	RETURN	NRM
29	PSY ICE	PSY
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	FLAME POWER	FIRE
35	FIRE BLAST	FIRE
42	FACADE	NRM
43	SECRET POWER	NRM
44	DEEP	PSY
45	ATTRACT	NRM
46	ICE F	ICE

LEARNED MOVES

MOVE	TYPE
THINK	NRM
ICE WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Pinsir

TYPE: BUG

ABILITY: HYPER CUTTER

HELD ITEM: -

Snag from Cipher Peon Kofest in Ciudad Isle (Level 35+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BEAM	GILLOTINE	NRM
SHADOW SHED	HELPING HAND	NRM
	FA-LE SHIP	NRM
	SLIMPSEEN	FTG



Magcargo

TYPE: FIPE RCL

ABILITY: MAGMA ARMOR/FLAME BODY

HELD ITEM: -

Snag from Cipher Peon Kofest in Ciudad Isle (Level 38+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	HEAT WAVE	FTG
SHADOW SHED	REFRESH	NRM
	EARTHQUAKE	GRD
	FLAMETHROWER	FTG



Rapidash

TYPE: FIRE

ABILITY: RUN AWAY/PLASH FIRE

HELD ITEM: -

Snag from Cipher Peon Kofest in Ciudad Isle (Level 40+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RAVE	SOLARBEAM	FTG
SHADOW SHED	BLAZE PASS	NRM
SHADOW SKY	LUNNY DAY	FTG
	FLAMETHROWER	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	VELOCIP	NRM
9	FOCUS ENERGY	NRM
12	WIND	NRM
13	SEISMIC TOSS	FTG
14	HURRIC	NRM
15	REVERSE	FTG
16	BACK BREAK	FTG
17	CALLDOWN	FTG
18	SUBMISSION	FTG
149	SWORCE DANCE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WIND	NRM
9	SMOG	FTG
12	FLARE	FTG
13	ROCK THROW	FTG
14	FLARE	FTG
15	ROCK THROW	FTG
16	HARDEN	NRM
17	ANALYSIS	FTG
18	FLARE	FTG
19	ROCK SLIDE	FTG
160	BODY SLAM	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
9	CARCUS	NRM
12	VAL WHIP	NRM
13	FLARE	FTG
14	SMOG	NRM
15	TAIL WHIP	NRM
16	FLARE	FTG
17	STOMP	NRM
18	FLARE	FTG
19	TAKE DOWN	NRM
20	FLARE	FTG
21	FURY ATTACK	NRM
22	BOUNCE	FTG
23	FLARE	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	TACKLE	NRM
03	FLARE	FTG
04	WIND	NRM
05	HYPER BEAM	NRM
06	FLARE	FTG
07	HYPER BEAM	NRM
08	PROTECT	FTG
09	FLARE	FTG
10	FLARE	FTG
11	FLARE	FTG
12	FLARE	FTG
13	FLARE	FTG
14	FLARE	FTG
15	FLARE	FTG
16	FLARE	FTG
17	FLARE	FTG
18	FLARE	FTG
19	FLARE	FTG
20	FLARE	FTG
21	FLARE	FTG
22	FLARE	FTG
23	FLARE	FTG
24	FLARE	FTG
25	FLARE	FTG
26	FLARE	FTG
27	FLARE	FTG
28	FLARE	FTG
29	FLARE	FTG
30	FLARE	FTG
31	FLARE	FTG
32	FLARE	FTG
33	FLARE	FTG
34	FLARE	FTG
35	FLARE	FTG
36	FLARE	FTG
37	FLARE	FTG
38	FLARE	FTG
39	FLARE	FTG
40	FLARE	FTG
41	FLARE	FTG
42	FLARE	FTG
43	FLARE	FTG
44	FLARE	FTG
45	FLARE	FTG
46	FLARE	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	WIND	NRM
03	FLARE	FTG
04	WIND	NRM
05	HYPER BEAM	NRM
06	FLARE	FTG
07	HYPER BEAM	NRM
08	PROTECT	FTG
09	FLARE	FTG
10	FLARE	FTG
11	FLARE	FTG
12	FLARE	FTG
13	FLARE	FTG
14	FLARE	FTG
15	FLARE	FTG
16	FLARE	FTG
17	FLARE	FTG
18	FLARE	FTG
19	FLARE	FTG
20	FLARE	FTG
21	FLARE	FTG
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25	FLARE	FTG
26	FLARE	FTG
27	FLARE	FTG
28	FLARE	FTG
29	FLARE	FTG
30	FLARE	FTG
31	FLARE	FTG
32	FLARE	FTG
33	FLARE	FTG
34	FLARE	FTG
35	FLARE	FTG
36	FLARE	FTG
37	FLARE	FTG
38	FLARE	FTG
39	FLARE	FTG
40	FLARE	FTG
41	FLARE	FTG
42	FLARE	FTG
43	FLARE	FTG
44	FLARE	FTG
45	FLARE	FTG
46	FLARE	FTG

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	WIND	NRM
03	FLARE	FTG
04	WIND	NRM
05	HYPER BEAM	NRM
06	FLARE	FTG
07	HYPER BEAM	NRM
08	PROTECT	FTG
09	FLARE	FTG
10	FLARE	FTG
11	FLARE	FTG
12	FLARE	FTG
13	FLARE	FTG
14	FLARE	FTG
15	FLARE	FTG
16	FLARE	FTG
17	FLARE	FTG
18	FLARE	FTG
19	FLARE	FTG
20	FLARE	FTG
21	FLARE	FTG
22	FLARE	FTG
23	FLARE	FTG
24	FLARE	FTG
25	FLARE	FTG
26	FLARE	FTG
27	FLARE	FTG
28	FLARE	FTG
29	FLARE	FTG
30	FLARE	FTG
31	FLARE	FTG
32	FLARE	FTG
33	FLARE	FTG
34	FLARE	FTG
35	FLARE	FTG
36	FLARE	FTG
37	FLARE	FTG
38	FLARE	FTG
39	FLARE	FTG
40	FLARE	FTG
41	FLARE	FTG
42	FLARE	FTG
43	FLARE	FTG
44	FLARE	FTG
45	FLARE	FTG
46	FLARE	FTG

LEARNED MOVES

MOVE	TYPE
HEAVY	NRM
SEISMIC TOSS	FTG
WIND	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
HEAVY	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM
SELF DESTRUCT	NRM

LEARNED MOVES

MOVE	TYPE
HEAVY	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Scyther

TYPE: BUG-FLY

ABILITY: SWARM

HELD ITEM: -

Snag from Cipher Peon Laden in Citadel Isle (Level 40+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLU	BLAZE WIND	ARM
SHADOW MIST	WORKING SUN	NRM
	SILVER WIND	BUG
	SLASH	NRM



Chansey

TYPE: NRM

ABILITY: NATURAL CURE/SERENE GRACE

HELD ITEM: LUCKY PUNCH

Snag from Cipher Peon Laden in Citadel Isle (Level 39+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLU	SHOCKEROLL	ELC
SHADOW SOL	SWEET KISS	NRM
	SOTIROLED	NRM
	SMILE SWEEP	PSY



Blissey

TYPE: NRM

ABILITY: NATURAL CURE/SERENE GRACE

HELD ITEM: -

Evolves from Chansey (Friend y Evolution)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLU	SHOCKEROLL	ELC
SHADOW SOL	SWEET KISS	NRM
	SOTIROLED	NRM
	SMILE SWEEP	PSY



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	QUICK ATTACK	NRM
8	LEER	ARM
16	FASS ENERGY	ARM
16	FLURIST	DRN
16	FASS SWIRE	NRM
16	AGILITY	PSY
16	WING ATTACK	FLY
16	SLIP	NRM
16	SWORDS DANCE	NRM
16	DOUBLE TEAM	NRM
16	FURY CUTTER	BUG

TM MOVES

TM	MOVE	TYPE
04	TOMIC	PSR
10	MELDIP POWER	NRM
11	TAKE IT AWAY	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
17	TAKE IT AWAY	ICE
21	FRUSTRATION	NRM
21	TAKE IT AWAY	ICE
21	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
41	FASSON	NRM
42	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TAKE IT AWAY	ICE
47	STEEL WIND	STL

LEARNED MOVES

MOVE	TYPE
MINIC	NRM
SHINY JIE	NRM
SHADOW	NRM
DOUBLE EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POUND	NRM
8	GRIND	NRM
13	LAST WHIP	NRM
13	REFRESH	NRM
13	SOFTBELL	NRM
13	DOUBLE SLAP	NRM
13	MINIMIZE	NRM
13	SMILE	NRM
13	EGG BOMB	NRM
14	DEFENSE CURL	NRM
14	LIGHT SCREEN	PSY
15	DOUBLE EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	PSY
03	WATER PULSE	WTR
04	CALM MIND	PSY
04	TOMIC	PSR
07	RAIL	ICE
10	MELDIP POWER	NRM
11	TAKE IT AWAY	ICE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	BURN DANCE	WTR
19	SAFEGUARD	NRM
21	FRUSTRATION	NRM
21	TAKE IT AWAY	ICE
23	IRON TAIL	STL
24	SHOCKEROLL	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
27	PSYCHIC	PSY
30	SHADOW BALL	GRD
31	BRICK BREAK	PSY
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FLM
37	SANDSTORM	PSY
37	PIRE ELDER	PSY
39	ROCK TOMB	ROCK
42	FASSON	NRM
42	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
45	SMILE SWEEP	PSY
47	SMASH	GRD

LEARNED MOVES

MOVE	TYPE
MINIC	NRM
THUNDER ROLL	ELC
SHOCKY TONG	PSY
TAKE IT AWAY	ICE
SHOCKY TONG	PSY
SHOCKY TONG	PSY
SHOCKY TONG	PSY
SHOCKY TONG	PSY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POUND	NRM
8	GRIND	NRM
14	TAKE IT AWAY	ICE
14	REFRESH	NRM
14	SOFTBELL	NRM
14	DOUBLE SLAP	NRM
14	MINIMIZE	NRM
14	SMILE	NRM
14	EGG BOMB	NRM
14	DEFENSE CURL	NRM
14	LIGHT SCREEN	PSY
14	DOUBLE EDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	PSY
03	WATER PULSE	WTR
04	CALM MIND	PSY
04	TOMIC	PSR
07	RAIL	ICE
10	MELDIP POWER	NRM
11	TAKE IT AWAY	ICE
13	ICE BEAM	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	BURN DANCE	WTR
19	SAFEGUARD	NRM
21	FRUSTRATION	NRM
21	TAKE IT AWAY	ICE
23	IRON TAIL	STL
24	SHOCKEROLL	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
27	PSYCHIC	PSY
30	SHADOW BALL	GRD
31	BRICK BREAK	PSY
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FLM
37	SANDSTORM	PSY
37	PIRE ELDER	PSY
39	ROCK TOMB	ROCK
42	FASSON	NRM
42	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
45	SMILE SWEEP	PSY
47	SMASH	GRD

LEARNED MOVES

MOVE	TYPE
MINIC	NRM
THUNDER ROLL	ELC
SHOCKY TONG	PSY
TAKE IT AWAY	ICE
SHOCKY TONG	PSY
SHOCKY TONG	PSY
SHOCKY TONG	PSY
SHOCKY TONG	PSY

Solrock

TYPE: ROCK/PSY

ABILITY: LEVITATE

HELD ITEM: -

Snag from Cipher Admin Snattle in Citadark Isle (Level 41+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW WAVE	PSYCHIC	PSY
SHADOW PUNCH	RAPID PUNCH	NRM
SHADOW SKY	SUNNY DAY	FLR
	COSMIC POWER	PSY

**Starmie**

TYPE: WATER/PSY

ABILITY: ILLUMINATE/NATURAL CLUE

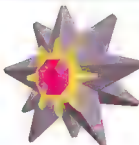
HELD ITEM: -

Snag from Cipher Admin Snattle in Citadark Isle (Level 41+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW SIREN	3.12 METALL	STR
SHADOW DRILL	REFRESH	NRM
SHADOW MIST	ICE BEAM	ICE
	RECOVER	NRM

**Elekid**

TYPE: ELC

ABILITY: STATIC

HELD ITEM: -

Trade with Hordel in Outskirt Stand (Level 20)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
	ICE PLS. 1	ICE
	F.F. PUNCH	FLR
	THUNDERPUNCH	ELC
	CROSS CHOP	FLG

**LEVEL-UP MOVES**

LEVEL	MOVE	TYPE
8	WAXY	NRM
8	HARDEN	NRM
17	CONFESSION	PSY
17	ROCK SLIDE	ROCK
105	F. RE. STAM	FLR
135	PSYWAVE	PSY
131	COSMIC POWER	PSY
137	ROCK THROW	ROCK
143	SOLARFLAM	FLR
149	EXPLOSION	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WATER GUN	WTR
8	RAPID SPIN	NRM
8	RECOVER	NRM
8	SUNNY	NRM
133	CONFUSE RAY	GRD

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	QUICK ATTACK	NRM
8	LEER	NRM
13	THUNDERPUNCH	ELC
117	LIGHT SCREEN	PSY
135	SWIFT	NRM
133	SCORCH	NRM
141	THUNDERBOLT	ELC
149	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
04	CALM MIND	PSY
06	TOXIC	PSN
09	P. BEEN POWER	NRM
11	SUNNY DAY	FLR
12	HYPER BEAM	NRM
15	1.50° SCREE	PSY
17	PROTECT	NRM
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
21	SOLARFLAM	FLR
25	LAST THING	NRM
27	RET. JIN	NRM
29	PUNCH	PSY
30	SHADOW BALL	GRD
33	DOUBLE TEAM	NRM
33	REFLECT	PSY
37	CHARM PUNCH	FLR
37	SANDSTORM	ROCK
38	F. RE. BLAST	FLR
40	ROCK THROW	ROCK
43	FAÇADE	NRM
43	SECRET POWER	NRM
43	REST	PSY
48	SKILL SWAP	PSY
10	OVERHEAT	FLR

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOXIC	PSN
07	WALL	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	BULLETP	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	TRUNGER	ELC
27	RE. JIN	PSY
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
40	SECRET POWER	NRM
43	REST	PSY
48	SKILL SWAP	PSY

TM MOVES

TM	MOVE	TYPE
06	QUICK PUNCH	FLG
06	TOXIC	PSN
10	P. BEEN POWER	NRM
10	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
27	RETURN	NRM
29	PSYCHIC	PSY
31	BRICK BREAK	FLG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
42	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	TRIP	DRK

LEARNED MOVES

MOVE	TYPE
DRIBBLE	NRM
SUBSTITUTE	NRM
OLLAN LATCH	PSY
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM
SELFDESTRUCT	NRM

LEARNED MOVES

MOVE	TYPE
DRIBBLE	NRM
THUNDER WAVE	ELC
ICE TRIND	ICE
SUBSTITUTE	NRM
DREAM EATER	PSY
SWAGGER	NRM
HIGH JUMP	GRD
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MINI L	NRM
THUNDER WAVE	ELC
DEBARK TOP	FLG
VA. DITTY 14	NRM
SWAGGER	NRM
BOOP LAM	NRM
DOUBLE EDGE	NRM

Electabuzz

TYPE: ELC

ABILITY: STATIC

HELD ITEM:

Snag from Cipher Admin Andros in Citadark Isle (Level 43)
or evolve from Electro (Level 30)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAX	CROSS CHOP	FIG
SHADOW MUST	POUNCE	ARM
SHADOW TAIL	THUNDER WAVE	ELC
SHADOW STORM	THUNDERBOLT	ELC



Swellow

TYPE: NRM+FLV

ABILITY: GUTS

HELD ITEM:

Snag from Cipher Admin Andros in Citadark Isle (Level 43)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BREAX	SKY ATTACK	FLV
SHADOW SKY	BATON PASS	NRM
SHADOW TAIL	AGILITY	PSY
SHADOW MUST	FACADE	NRM



Snorlax

TYPE: NRM

ABILITY: HEAVY/THICK FAT

HELD ITEM: LEFTOVERS

Snag from Cipher Admin Andros in Citadark Isle (Level 43)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW END	POUNCE	ARM
SHADOW SHED	REFRESH	NRM
	CORSE	NRM
	BODY SLAM	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	QUICK ATTACK	NRM
8	LEER	NRM
8	THUNDERPUNCH	ELC
13	THUNDERPUNCH	ELC
13	SMOKE SCREEN	PSY
13	SWIFT	NRM
136	SCREEN	NRM
147	THUNDERBOLT	ELC
158	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FIG
06	TACKLE	PSY
10	HIDDEN POWER	NRM
18	HYPER BEAM	NRM
19	LIGHT SCREEN	PSY
19	PROTECT	NRM
19	RAIN DANCE	WTR
21	TAUNT	NRM
23	IRON TAIL	STL
23	THUNDERBOLT	ELC
23	THUNDER	ELC
27	RETURN	NRM
27	PSYCHIC	PSY
31	BLOCK BREAK	FIG
31	DOUBLE TEAM	NRM
31	DOUBLE TEAM	NRM
43	SECRET POWER	NRM
43	BEST	PSY
43	ATTRACT	NRM
46	TRICK	DRK

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
THUNDER WAVE	ELC
SUSPICIOUS MIND	FIG
SURF	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	PECK	FLV
8	GRIMACE	NRM
8	FOCUS ENERGY	NRM
8	QUICK ATTACK	NRM
14	FOCUS ENERGY	NRM
14	QUICK ATTACK	NRM
18	WING ATTACK	FLV
119	DOUBLE TEAM	NRM
138	ENDEAVOR	FLV
138	AERIAL ACE	FLV
149	AGILITY	PSY

TM MOVES

TM	MOVE	TYPE
06	FOCUS PUNCH	FIG
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIG
18	HYPER BEAM	NRM
19	PROTECT	NRM
19	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	TAUNT	NRM
31	DOUBLE TEAM	NRM
40	AERIAL ACE	FLV
43	FACADE	NRM
43	SECRET POWER	NRM
44	BEST	PSY
46	ATTRACT	NRM
46	TRICK	DRK
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUBSTITUTE	NRM
FOCUS ENERGY	NRM
SKY ATTACK	FLV
DOUBLE-EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	PSY
10	ATTRACT	NRM
110	DEFENSE CUR.	NRM
110	BELLY DRUM	NRM
119	HEADBUTT	NRM
138	YAWN	NRM
138	BEST	PSY
138	SCREEN	NRM
138	BODY SLAM	NRM
138	WILLOW	NRM
142	COVERT	NRM
146	ROLLOUT	DRK
151	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FIG
06	TACKLE	PSY
10	TACKLE	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIG
18	HYPER BEAM	NRM
19	PROTECT	NRM
19	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	TAUNT	NRM
23	IRON TAIL	STL
23	THUNDERBOLT	ELC
23	THUNDER	ELC
27	RETURN	NRM
27	PSYCHIC	PSY
31	BLOCK BREAK	FIG
31	DOUBLE TEAM	NRM
31	DOUBLE TEAM	NRM
31	SHOCK WAVE	ELC
35	PLAFTHROWER	FIG
37	SANDSTORM	DRK
38	FIRE BLAST	FIG
38	ROCK TOMB	DRK
43	FACADE	NRM
43	SECRET POWER	NRM
43	BEST	PSY
46	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MIMIC	NRM
SUSPICIOUS MIND	FIG
YAWN	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM
SELF-Destruct	NRM

Poliwrath

TYPE: WTR-FTG

ABILITY: WATER ABSORB/DAMP

HELD ITEM: —

Snag from Cipher Admin Gangan in Ciudadark Isle (Level 42+)

HP ☐ ATTACK ☐ SA ☐

SPEED ☐ DEFENSE ☐ SD ☐

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	HYPER SLAP	FTG
SHADOW RUSH	HELPING HAND	NRM
SHADOW SKY	WATER GUN	WTR
	BRICK BREAK	FTG



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
0	WATER GUN	WTR
0	HYPER SLAP	FTG
8	POUNCE	NRM
8	SLASH	FTG
13	SLAMMATION	FTG
15	WIND WHISPER	NRM

TM MOVES

TM	MOVE	TYPE
01	POUNCE	FTG
03	WATER PULSE	WTR
04	YAWN	FTG
07	HAUL	FTG
08	HAUL UP	FTG
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
14	ICE ZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RA RAINANCE	WTR
21	FRUSTRATION	NRM
25	EARTHQUAKE	GRD
27	REFLECT	NRM
28	ICE	GRD
29	PSYCHIC	FTG
30	BRICK BREAK	NRM
31	DOUBLE TEAM	NRM
39	ROCK TOMB	FTG
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD

LEARNED MOVES

MOVE	TYPE
WAVE	NRM
SEISMIC TOSS	FTG
LY WIND	NRM
SUNNY FLUTE	NRM
SWAGGER	NRM
BOOP SLAM	NRM
DOUBLE-EDGE	NRM

Mr. Mime

TYPE: PSY

ABILITY: SOUNDPROOF

HELD ITEM: —

Snag from Cipher Admin Gangan in Ciudadark Isle (Level 42+)

HP ☐ ATTACK ☐ SA ☐

SPEED ☐ DEFENSE ☐ SD ☐

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	P-SIDE	PSY
SHADOW SHED	FOLLOW ME	NRM
	ENCORE	NRM
	THUNDERPOUCH	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
0	BAIR UP	PSY
0	CONFUSION	PSY
10	SUBSTITUTE	NRM
13	SLASH	FTG
17	DOUBLE SLAP	NRM
18	LIGHT SCREEN	PSY
18	REFLECT	PSY
19	ENCORE	NRM
19	PSYCHO	PSY
23	REFLECT	NRM
27	TRICK	PSY
44	MOCK PLAY	PSY
44	PSYCHIC	PSY
49	BATON PASS	NRM
49	SAFE GUARD	NRM

TM MOVES

TM	MOVE	TYPE
01	POUNCE	FTG
04	CALLUS	PSY
06	TRICK	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FTG
12	TRICK	PSY
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	RA RAINANCE	WTR
20	SAFE GUARD	NRM
21	FRUSTRATION	NRM
27	SOLAR BEAM	GRD
24	THUNDERBOLT	ELC
25	TRICK	PSY
29	PSYCHIC	PSY
30	SHADOW BALL	GRD
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	SHOCK WAVE	ELC
41	TOXIC	NRM
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD
48	SHALL SWAP	PSY
49	SWITCH	GRD

LEARNED MOVES

MOVE	TYPE
HYPER SLAP	FTG
SEISMIC TOSS	FTG
SUBSTITUTE	NRM
BEAM EXTER	PSY
SWAGGER	NRM
BOOP SLAM	GRD
DOUBLE-EDGE	NRM

Dugtrio

TYPE: GRD

ABILITY: SAND VEIL/ARENA TRAP

HELD ITEM: SOFT SAND

Snag from Cipher Peon Kallax in Ciudadark Isle (Level 40+)

HP ☐ ATTACK ☐ SA ☐

SPEED ☐ DEFENSE ☐ SD ☐

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BEAT	TRIP ATTACK	GRD
SHADOW SHED	CHARM	NRM
SHADOW SKY	SANDSTORM	NRM
	TRI ATTACK	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
0	TRI ATTACK	NRM
0	SCARDA	NRM
8	SAND ATTACK	GRD
8	GROWL	NRM
15	GROWL	NRM
18	MAINTAIN	GRD
19	DIG	GRD
19	MUD SLAP	GRD
19	SAND TOMB	GRD
19	SLASH	NRM
19	EARTHQUAKE	GRD
19	TRIP	GRD

TM MOVES

TM	MOVE	TYPE
00	TRIP	NRM
10	HIDDEN POWER	NRM
11	SAFARI	FTG
16	HYPER BEAM	NRM
17	PROTECT	NRM
21	FRUSTRATION	NRM
26	EARTHQUAKE	GRD
27	RETURN	NRM
28	DIG	GRD
32	DOUBLE TEAM	NRM
36	SLUDGE BOMB	PSN
36	POKE POW	ELC
40	ALTRIAL ALI	PSY
42	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD

LEARNED MOVES

MOVE	TYPE
HYPER SLAP	FTG
SUBSTITUTE	NRM
SHOCKER	NRM
BOOP SLAM	NRM
DOUBLE-EDGE	NRM

Lapras

TYPE: WATER/ICE

ABILITY: WATER ABSORB/SHELL ARMOR

HELD ITEM:

Snag from Cipher Admin Eides in Ciudadark Isle (Level 44-)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW LEGS	HYDRO PUMP	WTR
SHADOW SHED	WAIL DELT	NRM
SHADOW SKY	BLK SLICE	WTR
SHADOW RUSH	BLIZZARD	ICE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WATER GUN	WTR
8	SWAG	NRM
12	SING	NRM
12	TOOT	ICE
13	BODY SLAM	NRM
19	CONFUSE RAY	NRM
25	PERISH SONG	NRM
33	ICE BEAM	ICE
33	BAN VOICE	WTR
43	SAFEGUARD	NRM
49	HYDRO PUMP	WTR
53	SPHER COLO	ICE

TM MOVES

TM	MOVE	TYPE
01	WATER PULSE	WTR
05	ACID	NRM
05	TOXIC	PSN
07	HAZE	ICE
10	HIDDEN POWER	NRM
13	ICE BEAM	ICE
15	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	BAN VOICE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
27	THUNDER	ELC
27	DELFIN	NRM
29	PSYCHIC	PSY
33	DOUBLE TEAM	NRM
34	SNOW WAVE	ELC
42	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WAIL	NRM
ICY WIND	ICE
SUBSTITUTE	NRM
DOUBLE TEAM	PSY
SWAGGER	NRM
BODY SLAM	NRM
WAIL DELT	NRM
DOUBLE TEAM	NRM

Lugia

TYPE: PSY/FLY

ABILITY: PRESSURE

HELD ITEM:

Snag from Grand Master Greev in Ciudadark Isle (Level 60+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW BLAST	PSYCHO WIND	PSY
SHADOW SHED	FEATHER DANCE	NRM
SHADOW DOWN	EARTHQUAKE	GRD
SHADOW STORM	HYDRO PUMP	WTR



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
1	WIND WHIST	NRM
111	SAFEGUARD	NRM
122	GUST	FLY
131	FEATHER	NRM
144	HYDRO PUMP	WTR
155	PSYCHO WIND	PSY
166	SWIFT	NRM
177	AEROBlast	FLY
188	ANGRY POWER	ELC
199	FUTURE SIGHT	PSY

TM MOVES

TM	MOVE	TYPE
01	WATER PULSE	WTR
05	CALM WIND	PSY
06	ROAR	NRM
08	TOXIC	PSN
07	HAZE	ICE
10	HIDDEN POWER	NRM
11	SUNNY DAY	GRD
13	ICE BEAM	ICE
15	BLIZZARD	ICE
15	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	BAN VOICE	WTR
19	CYCLOPS WAVE	ELC
20	SAFEGUARD	NRM
20	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	GRD
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
34	STOCK WAVE	ELC
37	SANDSTORM	GRD
40	AERIAL ACE	FLY
42	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL
48	SOUL STOMP	PSY

LEARNED MOVES

MOVE	TYPE
WAIL	NRM
THUNDER WAVE	ELC
ICY WIND	ICE
SUBSTITUTE	NRM
DRILL EATER	PSY
SWAGGER	NRM
BODY SLAM	NRM
WAIL DELT	NRM
DOUBLE TEAM	NRM

Zapdos

TYPE: ELC/FLY

ABILITY: PRESSURE

HELD ITEM:

Snag from Grand Master Greev in Ciudadark Isle (Level 50+)

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW ZOLT	EXTRAORDINARY	PSY
SHADOW WILD	BUILDING WAVE	NRM
SHADOW SKY	METAL SOLID	STL
SHADOW RUSH	THUNDERBOLT	ELC



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
1	PECK	FLY
8	THUNDERBOLT	ELC
113	THUNDER WAVE	ELC
125	IGNITE	PSY
137	DEFLECT	FLY
149	DRILL PECK	FLY
161	CHARGE	ELC
173	LIGHT SCREEN	PSY
185	THUNDER	ELC

TM MOVES

TM	MOVE	TYPE
08	ROAR	NRM
10	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	GRD
11	HYPER BEAM	NRM
16	LIGHT SCREEN	PSY
17	PROTECT	NRM
18	BAN VOICE	WTR
21	FRUSTRATION	NRM
24	THUNDERBOLT	ELC
25	THUNDER	ELC
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
37	SANDSTORM	GRD
42	FALARI	PSY
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
WAIL	NRM
THUNDER WAVE	ELC
SUBSTITUTE	NRM
SWAGGER	NRM
SKY ATTACK	FLY
DOUBLE TEAM	NRM

Moltres

TYPE: FIRE FLY

ABILITY: PRESSURE

HELD ITEM: -

Snag from Grand Master Greevill in Citadark Isle (Level 50+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW FIRE	EXTREMESORY	PSY
SHADOW CURSE	DISMEMBER	NRM
SHADOW HOLD	WILL-O-WISP	FIRE
SHADOW RUSH	FLAMETHROWER	FIRE



Articuno

TYPE: ICE FLY

ABILITY: PRESSURE

HELD ITEM: -

Snag from Grand Master Greevill in Citadark Isle (Level 50+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW CHILL	EXTREMESORY	PSY
SHADOW SNOW	HEAL BELL	NRM
SHADOW SKY	HAZE	ICE
SHADOW RUSH	ICE BEAM	ICE



Taurus

TYPE: NRM

ABILITY: INTIMIDATE

HELD ITEM: -

Snag from Grand Master Greevill in Citadark Isle (Level 46+)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	EARTHQUAKE	GRD
SHADOW HOLD	SEALING	NRM
SHADOW SKY	TAIL WHIP	NRM
SHADOW SKY	BODY SLAM	NRM



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WING ATTACK	FLY
8	SMOULDER	FIRE
113	TAKE DOWN	FIRE
125	AGILITY	PSY
137	ENDURE	NRM
149	FLAME THROWER	FIRE
161	SAFEGUARD	NRM
173	HEAT WAVE	FIRE
185	SKY ATTACK	FLY

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GUST	FLY
8	POWDER SNOW	ICE
113	WIST	FLY
125	AGILITY	PSY
137	WING BREAKER	NRM
149	ICE BEAM	ICE
161	REFLECT	PSY
173	BLIZZARD	ICE
185	SNEER COLD	ICE

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
14	TAUNT	PSY
14	TAUNT	PSY
14	TAUNT	PSY
113	HORN ATTACK	NRM
117	SCARY FACE	NRM
129	PROTECT	FLY
134	REST	PSY
143	THRASH	NRM
153	TAKE DOWN	NRM

TM MOVES

TM	MOVE	TYPE
04	ROCK	NRM
04	ROCK	PSY
10	HIDDEN POWER	NRM
15	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
17	PASTEL	NRM
18	EVIL DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
22	RETURN	NRM
23	DOUBLE TEAM	NRM
23	FLAME THROWER	FIRE
27	SANDSTORM	NRM
27	FIRE BLAST	FIRE
30	AERIAL ACE	FLY
42	FLARE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL
50	OVERHEAT	FIRE

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
05	ROAR	NRM
06	TOxic	PSN
07	POISON	NRM
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAID MARCH	WTR
21	FRUSTRATION	NRM
27	RETURN	NRM
27	DOUBLE TEAM	NRM
31	REFLECT	PSY
37	SANDSTORM	NRM
40	AERIAL ACE	FLY
42	FLARE	NRM
43	SECRET POWER	NRM
44	REST	PSY
47	STEEL WING	STL

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	WTR
06	TOxic	PSN
06	P. GREEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE BEAM	ICE
14	E. TISSON	NRM
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAID MARCH	WTR
21	FRUSTRATION	NRM
23	SACRILEGE	GRD
24	ROCK TAUNT	STL
24	TRANCE DODGE	STL
26	THUNDER	FLY
26	EARTHQUAKE	GRD
27	RETURN	NRM
27	DOUBLE TEAM	NRM
30	SUCK WAVE	FLY
30	FLAME THROWER	FIRE
37	SANDSTORM	NRM
38	FIRE BLAST	FIRE
39	ROCK TAUNT	STL
40	TACKLE	NRM
43	SECRET POWER	NRM
44	REST	PSY
46	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MINI	NRM
SURETY STE	NRM
SHRIMP	NRM
SKY ATTACK	FLY
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MINI	NRM
ICY WIND	ICE
SHRIMP	NRM
SHRIMP	NRM
SKY ATTACK	FLY
DOUBLE EDGE	NRM

LEARNED MOVES

MOVE	TYPE
MINI	NRM
ICY WIND	ICE
SHRIMP	NRM
SHRIMP	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Rhydon

ABILITY: LIGHTNINGROD/ROCK HEAD

HELD ITEM: -

TYPE: GRD/ACK

Snag from Grand Master Greevil in Citadark Isle (Level 46+)

HP

ATTACK

SA

SPEED

DEFENSE

SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW FIST	MEGA KICK	BUG
SHADOW DOWN	HEAVY SLAM	NRM
SHADOW PUNCH	SCARY FACE	NRM
SHADOW HOLD	EARTHQUAKE	GRD



Exeggutor

ABILITY: CHLOROPHYLL

HELD ITEM: -

TYPE: GRG/PSY

Snag from Grand Master Greevil in Citadark Isle (Level 46+)

HP

ATTACK

SA

SPEED

DEFENSE

SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW STORM	SHOCK	PSY
SHADOW GIG	HYPERBOLT	PSY
SHADOW HOLD	HYPERBOLT	PSY
SHADOW END	ARCHERPOW	BCK



Dragonite

ABILITY: INNER FOCUS

HELD ITEM: -

TYPE: DRG/FLY

Snag from Wanderer Miror B. in Gateon Port (Level 55+)

HP

ATTACK

SA

SPEED

DEFENSE

SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
SHADOW RUSH	HYPER BEAM	DRG
SHADOW DOWN	HEAL BELL	NRM
SHADOW SHED	SHEDDING DANCE	DRG
SHADOW STORM	EARTHQUAKE	GRD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	HORN ATTACK	NRM
8	TN. WIMP	NRM
8	STOMP	NRM
8	FLURRY ATTACK	NRM
10	STOMP	NRM
13	FURY ATTACK	NRM
13	SCARY FACE	NRM
13	ROCK BLAST	BCK
13	HORN DRILL	NRM
16	TAKE DOWN	NRM
18	EARTHQUAKE	GRD
18	MEGACANNON	GRD

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	POUR	NRM
05	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE SLAM	ICE
14	BLIZZARD	ICE
18	HYPER BEAM	NRM
17	PROTECT	NRM
18	PA. N. DANCE	WTR
21	FRUSTRATION	NRM
23	BONK TAIL	STL
24	THUNDERBOLT	ELC
25	WINDY	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
30	ICE	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
35	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	BCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	BCK
43	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD

LEARNED MOVES

MOVE	TYPE
ABRAC	NRM
PERMANENT TOSS	FTG
ICY FING	ICE
SUBSTITUTE	NRM
SHADOW	NRM
EGG SLAM	NRM
DOUBLE EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	BARRAGE	NRM
8	HYPERBOLT	PSY
8	THUNDER WAVE	ELC
10	STOMP	NRM
13	EGG BOMB	NRM

TM MOVES

TM	MOVE	TYPE
08	THIEF	GRD
09	BULLET SEED	GRS
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	SLASH	PSY
17	PROTECT	NRM
19	GLACIATION	GRS
21	HYPERBOLT	NRM
22	SLASH	GRS
22	RETURN	NRM
29	PSYCHIC	PSY
32	DOUBLE TEAM	NRM
33	REFLECT	PSY
36	SLUDGE BOMB	PSN
42	FAÇADE	NRM
43	SHOCK POWER	PSY
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD
48	SKILL SWAP	PSY

LEARNED MOVES

MOVE	TYPE
ABRAC	NRM
SUBSTITUTE	NRM
SHADOW	NRM
SHADOW	NRM
SHADOW	NRM
SHADOW	NRM
SELFDESTRUCT	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WRAP	NRM
8	LEECH	NRM
8	THUNDER WAVE	ELC
10	STOMP	GRD
13	THUNDER WAVE	ELC
15	THUNDER	GRD
16	SLAM	NRM
18	AGILITY	PSY
18	SAFEGUARD	NRM
18	WIND ATTACK	FLY
18	OUTRAGE	DRG
19	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
02	DRAGON CLAW	DRG
03	SHOCK WAVE	NRM
05	TOXIC	PSN
06	TOXIC	PSN
07	SHOCK	NRM
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
13	ICE SLAM	ICE
14	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	PA. N. DANCE	WTR
20	SAFEGUARD	NRM
21	FRUSTRATION	NRM
23	BON TAIL	STL
24	THUNDERBOLT	ELC
25	THUNDER	ELC
26	EARTHQUAKE	GRD
27	RETURN	NRM
31	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
34	SHOCK WAVE	ELC
35	FLAMETHROWER	FIRE
37	SANDSTORM	BCK
38	FIRE BLAST	FIRE
39	ROCK TOMB	BCK
43	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
ABRAC	NRM
THUNDER WAVE	ELC
ICY FING	ICE
SUBSTITUTE	NRM
SHADOW	NRM
SHOCK SLAM	NRM
DOUBLE EDGE	NRM

Sandshrew

TYPE: GRD

ABILITY: SAND VEIL

HELD ITEM: QUICK CLAW

Catch in a Poké Spot

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
16	DEFENSE CURL	NRM
111	SAND ATTACK	GRD
117	POISON STING	PXN
121	SLASH	NRM
130	SWIFT	NRM
137	PURIFY SWEEP	NRM
145	SAND TOMB	GRD
151	SANDSTORM	GRD

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	NUGGET POWER	NRM
31	SUBMIT DAY	FTG
37	PROTECT	NRM
38	FRUSTRATION	NRM
39	IRON TAIL	STL
23	EARTHQUAKE	GRD
17	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
33	DOUBLE TEAM	NRM
37	SANDSTORM	GRD
38	ROCK TOMB	GRD
40	FALGATE	FTG
42	SECRET POWER	NRM
43	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD

LEARNED MOVES

MOVE	TYPE
WIDE	NRM
SECRET TOMB	FTG
SUBSTITUTE	NRM
SHOULDER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Sandslash

TYPE: GRD

ABILITY: SAND VEIL

HELD ITEM:

Evolves from Sandshrew (Level 22)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
16	DEFENSE CURL	NRM
8	LAST STRIKE	GRD
16	DEFENSE CURL	NRM
111	SAND ATTACK	GRD
117	POISON STING	PXN
121	SLASH	NRM
130	SWIFT	NRM
137	PURIFY SWEEP	NRM
145	SAND TOMB	GRD
151	SANDSTORM	GRD

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
06	TOXIC	PSN
10	NUGGET POWER	NRM
31	SUBMIT DAY	FTG
37	PROTECT	NRM
38	FRUSTRATION	NRM
39	IRON TAIL	STL
23	EARTHQUAKE	GRD
17	RETURN	NRM
28	DIG	GRD
31	BRICK BREAK	FTG
33	DOUBLE TEAM	NRM
37	SANDSTORM	GRD
38	ROCK TOMB	GRD
40	FALGATE	FTG
42	SECRET POWER	NRM
43	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD

LEARNED MOVES

MOVE	TYPE
WIDE	NRM
SECRET TOMB	FTG
SUBSTITUTE	NRM
SHOULDER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Gligar

TYPE: GRD-FLY

ABILITY: HYPER CUTTER/SAND VEIL

HELD ITEM:

Catch in a Poké Spot

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	POISON STING	PXN
16	SAND ATTACK	GRD
113	WAXER	NRM
120	QUICK ATTACK	NRM
128	FAST ATTACK	GRD
130	SLASH	NRM
144	SCREECH	NRM
152	GILLOTINE	NRM

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	W. SOUL POWER	NRM
11	TURBO DAY	FTG
37	PROTECT	NRM
38	IRON TAIL	STL
23	EARTHQUAKE	GRD
17	RETURN	NRM
28	DIG	GRD
33	DOUBLE TEAM	NRM
36	BLINDED EYES	PSN
37	SANDSTORM	GRD
39	ROCK TOMB	GRD
40	FALGATE	FTG
42	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
46	THIEF	GRD
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
WIDE	NRM
SUBSTITUTE	NRM
WAXER	NRM
DOUBLE-EDGE	NRM

Trapinch

TYPE: GRD

ABILITY: HYPER CUTTER/ARENA TRAP

HELD ITEM: SOFT SAND

Catch on a Poke Spat

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
5	STR	DNK
9	SAND ATTACK	GRD
12	FALM ATTACK	DNK
15	SAND TOMB	GRD
19	CRUNCH	DNK
21	DNK	GRD
24	SANDSTORM	BCK
27	HYPER BEAM	HRM

TM MOVES

TM	MOVE	TYPE
08	TOXIC	PSN
10	M. DRAIN POWER	HRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	HRM
17	PROTECT	HRM
19	GRASS WHISK	GRS
21	Frustration	HRM
23	COLLAPSE	GRS
25	LAST THOUGHT	GRD
27	RETURN	HRM
28	DNK	GRD
31	DOUBLE TEAM	HRM
37	SANDSTORM	BCK
39	ROCK TOMB	BCK
42	FALAD	HRM
43	SECRET POWER	HRM
44	REST	PSY
45	ATTRACT	HRM

LEARNED MOVES

MOVE	TYPE
MIND	HRM
SUBSTITUTE	HRM
SWAGGER	HRM
ROCK SLAM	HRM
DOUBLE-EDGE	HRM

Vibrava

TYPE: GRD/DRG

ABILITY: LEVITATE

HELD ITEM: -

Evolves from Trapinch (Level 35)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
5	STR	DNK
9	SAND ATTACK	GRD
12	FALM ATTACK	DNK
15	SAND TOMB	GRD
19	SAND ATTACK	GRD
21	FALM ATTACK	DNK
24	SAND TOMB	GRD
27	CRUNCH	DNK
30	DRAGONBREATH	DRG
33	SCREECH	HRM
36	SANDSTORM	BCK
39	HYPER BEAM	HRM

TM MOVES

TM	MOVE	TYPE
08	TOXIC	PSN
10	M. DRAIN POWER	HRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	HRM
17	PROTECT	HRM
19	GRASS WHISK	GRS
21	Frustration	HRM
23	COLLAPSE	GRS
25	LAST THOUGHT	GRD
27	RETURN	HRM
28	DNK	GRD
31	DOUBLE TEAM	HRM
37	ROCK TOMB	BCK
42	FALAD	HRM
43	SECRET POWER	HRM
44	REST	PSY
45	ATTRACT	HRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIND	HRM
SUBSTITUTE	HRM
SWAGGER	HRM
ROCK SLAM	HRM
DOUBLE-EDGE	HRM

Flygon

TYPE: GRD/DRG

ABILITY: LEVITATE

HELD ITEM: -

Evolves from Vibrava (Level 45)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
5	STR	DNK
9	SAND ATTACK	GRD
12	FALM ATTACK	DNK
15	SAND TOMB	GRD
19	SAND ATTACK	GRD
21	FALM ATTACK	DNK
24	SAND TOMB	GRD
27	CRUNCH	DNK
30	DRAGONBREATH	DRG
33	SCREECH	HRM
36	SANDSTORM	BCK
39	HYPER BEAM	HRM

TM MOVES

TM	MOVE	TYPE
08	TOXIC	PSN
10	M. DRAIN POWER	HRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	HRM
17	PROTECT	HRM
19	GRASS WHISK	GRS
21	Frustration	HRM
23	COLLAPSE	GRS
25	LAST THOUGHT	GRD
27	RETURN	HRM
28	DNK	GRD
31	DOUBLE TEAM	HRM
37	ROCK TOMB	BCK
42	FALAD	HRM
43	SECRET POWER	HRM
44	REST	PSY
45	ATTRACT	HRM
47	STEEL WING	STL

LEARNED MOVES

MOVE	TYPE
MIND	HRM
SUBSTITUTE	HRM
SWAGGER	HRM
ROCK SLAM	HRM
DOUBLE-EDGE	HRM

Phanpy TYPE: GRD

ABILITY: PICKUP
HELD ITEM: -

Catch in a Poké Spot

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	ODOR SLURP	GRD
8	YACKEE	GRD
8	GROWL	GRD
17	DEFENSE CURL	GRD
17	FLAIL	GRD
17	YAKE DOWN	GRD
17	ROLLOUT	ICE
17	ENDURE	GRD
149	DOUBLE-EDGE	GRD

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	GRD
11	SUNNY DAY	GRD
17	PROTECT	GRD
21	FRUSTRATION	GRD
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	GRD
32	DOUBLE TEAM	GRD
32	SANDS-DRM	GRD
32	ROCK TOMB	GRD
42	FLARE	GRD
42	SECRET POWER	PSY
44	REST	GRD
45	ATTRACT	GRD

LEARNED MOVES

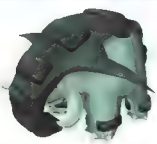
MOVE	TYPE
TRAP	GRD
SUBSTITUTE	GRD
SHADOW	GRD
ROCK SLAM	GRD
DOUBLE-EDGE	GRD

Donphan TYPE: GRD

ABILITY: STUNNED
HELD ITEM: -

Evolve from Phanpy at Lvl. 25

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	ODOR SLURP	GRD
8	YACKEE	GRD
8	GROWL	GRD
17	DEFENSE CURL	GRD
17	FLAIL	GRD
17	FURY ATTACK	GRD
17	ROLLOUT	ICE
141	RAPID SPIN	GRD
149	EARTHQUAKE	GRD

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	GRD
11	SUNNY DAY	GRD
17	PROTECT	GRD
21	FRUSTRATION	GRD
23	IRON TAIL	STL
26	EARTHQUAKE	GRD
27	RETURN	GRD
32	DOUBLE TEAM	GRD
32	SANDS-DRM	GRD
32	ROCK TOMB	GRD
42	FLARE	GRD
42	SECRET POWER	PSY
44	REST	GRD
45	ATTRACT	GRD

LEARNED MOVES

MOVE	TYPE
TRAP	GRD
SUBSTITUTE	GRD
SHADOW	GRD
ROCK SLAM	GRD
DOUBLE-EDGE	GRD

Surskit TYPE: BUG WTR

ABILITY: SWIFT SWIM
HELD ITEM: -

Catch in a Poké Spot

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	BUBBLE	WTR
17	ODOR ATTACK	GRD
17	SWIFT SCENT	GRD
17	WICKED THREAT	WTR
17	DOUBLE-EDGE	WTR
17	AGILITY	PSY
17	WICK	ICE
17	HAZE	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	GRD
11	SUNNY DAY	GRD
17	PROTECT	GRD
17	BLIZZARD	ICE
17	PROTECT	GRD
17	HAZARD	WTR
17	ODOR ATTACK	GRD
17	WICKED THREAT	WTR
17	DOUBLE-EDGE	WTR
17	AGILITY	PSY
17	WICK	ICE
17	HAZE	ICE
17	ATTRACT	GRD
17	THIEF	GRD

LEARNED MOVES

MOVE	TYPE
TRAP	GRD
SUBSTITUTE	GRD
SHADOW	GRD
ROCK SLAM	GRD
DOUBLE-EDGE	GRD

Masquerain

TYPE: BUG, FLY

ABILITY: INTIMIDATE

HELD ITEM: -

Evolves from Surskit (Level 22)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	GLIDE	FLY
8	QUICK ATTACK	NRM
8	WILEY SCENT	NRM
8	WINTER WHIST	ICE
17	QUICK ATTACK	NRM
17	SWEET SCENT	NRM
17	WINTER WHIST	ICE
23	GUST	FLY
23	SILKY FLEE	NRM
23	STAR DUST	GRS
47	SILVER WIND	BUG
53	WINDY WIND	NRM

TM MOVES

TM	MOVE	TYPE
03	WALLER PULSE	FLY
06	QUICK	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FLY
16	ICE BEAM	ICE
16	ICE CLAP	ICE
18	HYPER BEAM	NRM
23	PROTECT	NRM
23	ROUNDANCE	NRM
23	COOL DRAIN	GRS
21	FRUSTRATION	NRM
27	SILKY FLEE	FLY
27	SHADOW BALL	NRM
27	SHADOW BALL	NRM
43	ALPHA ICE	FLY
43	FRACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	DIRK
45	THIEF	DIRK

LEARNED MOVES

MOVE	TYPE
W WIND	NRM
W WIND	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
WINDY WIND	GRS
DOUBLE EDGE	NRM

Zubat

TYPE: PSY, FLY

ABILITY: INNER FOCUS

HELD ITEM: -

Catch in a Poke Spot

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	LEECH LIFE	DIRK
16	SUPERSONIC	NRM
17	ASTONISH	GRD
17	IT'S	DIRK
18	WING ATTACK	FLY
18	CONFUSE RAY	GRD
18	AIR CUTTER	FLY
18	MEAN LOOK	NRM
41	POISON FANG	PSY
41	TOXIC	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FLY
17	TAUNT	DIRK
17	PROTECT	NRM
18	RAID DANCE	FLY
18	COOL DRAIN	GRS
25	FRUSTRATION	NRM
27	SHADOW BALL	GRD
27	SHADOW BALL	GRD
30	SHADOW BALL	GRD
41	SECRET POWER	NRM
41	SECRET POWER	NRM
43	REST	PSY
43	ATTRACT	NRM
45	THIEF	DIRK
47	STEEL WING	STL
49	SNATCH	DIRK

LEARNED MOVES

MOVE	TYPE
W WIND	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

Golbat

TYPE: PSY, FLY

ABILITY: INNER FOCUS

HELD ITEM: -

Evolves from Zubat (Level 22)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCREAM	NRM
8	LEECH LIFE	DIRK
8	SUPERSONIC	NRM
8	ASTONISH	GRD
16	SUPERSONIC	NRM
17	ASTONISH	GRD
18	IT'S	DIRK
18	WING ATTACK	FLY
18	CONFUSE RAY	GRD
18	AIR CUTTER	FLY
18	MEAN LOOK	NRM
41	POISON FANG	PSY
41	TOXIC	ICE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSY
10	HIDDEN POWER	NRM
11	SUNNY DAY	FLY
17	TAUNT	DIRK
17	PROTECT	NRM
18	RAID DANCE	FLY
18	COOL DRAIN	GRS
25	FRUSTRATION	NRM
27	SHADOW BALL	GRD
27	SHADOW BALL	GRD
30	SHADOW BALL	GRD
41	SECRET POWER	NRM
41	SECRET POWER	NRM
43	REST	PSY
43	ATTRACT	NRM
45	THIEF	DIRK
47	STEEL WING	STL
49	SNATCH	DIRK

LEARNED MOVES

MOVE	TYPE
W WIND	NRM
SUBSTITUTE	NRM
SWAGGER	NRM
DOUBLE EDGE	NRM

Crobat

TYPE: PSY-FLY

ABILITY: INNER FOCUS

HELD ITEM:

Evolves from Georot (Fr: early Evolution)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	CHECK	NMW
8	LEECH LIFE	SUS
8	SUPERSONIC	NBM
8	ASTONISH	CSD
16	SUPERSONIC	NBM
131	ASTONISH	BSD
146	BITE	DSD
125	WING ATTACK	FLY
126	CONFUSE RAY	CND
136	AIR CUTTER	FLY
142	MEAN LOOK	NBM
149	POISON FANG	PSN
150	FLARE	FLC

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NBM
11	SLASH	FLY
13	SLASH	FLY
15	HYPER BEAM	NBM
17	PROTECT	NBM
18	GRASS WHISPER	GRS
19	GRASS WHISPER	GRS
21	FRUSTRATION	NBM
23	RETURN	NBM
30	SHADOW BALL	GRD
32	SOUL-FLAME	NBM
36	WING CLASH	FLY
40	AERIAL ACE	FLY
41	TOXIC	DSD
42	FLARE	NBM
43	SECRET POWER	NBM
44	SLASH	FLY
45	ATTRACT	NBM
46	FLARE	DSD
47	STEEL WING	STL
49	SHOCK	DSD

LEARNED MOVES

MOVE	TYPE
WING	NBM
SUBSTITUTE	NBM
SWAGGER	NBM
DOUBLE-EDGE	NBM

Aron

TYPE: STL-RCK

ABILITY: STURDY/ROCK HEAD

HELD ITEM: HAND STONE

Catches in a Poke Spot

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
5	LOCKE	NBM
14	HARDEN	NBM
17	MUD-SLAP	GRD
110	MUD-SLAP	NBM
113	METAL CLAW	STL
117	IRON DEFENSE	STL
121	EGG	NBM
125	TAKE DOWN	NBM
127	IRON TAIL	STL
134	PROTECT	NBM
139	METAL SOUND	STL
144	DOUBLE-EDGE	NBM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	STL
05	SLASH	NBM
06	TOXIC	PSN
10	HIDDEN POWER	NBM
11	SLASH	FLY
13	SLASH	FLY
15	HYPER BEAM	NBM
17	PROTECT	NBM
18	GRASS WHISPER	GRS
21	FRUSTRATION	NBM
23	IRON TAIL	STL
26	FLARE	CSD
27	RETURN	NBM
28	EGG	CSD
32	DOUBLE-EDGE	NBM
34	WING CLASH	FLY
37	SANDSTORM	RCK
39	ROCK THROW	RCK
40	AERIAL ACE	FLY
42	FLARE	NBM
43	SECRET POWER	NBM
44	SLASH	FLY
45	ATTRACT	NBM

LEARNED MOVES

MOVE	TYPE
WING	NBM
SUBSTITUTE	NBM
SWAGGER	NBM
MUD SLAP	NBM
DOUBLE-EDGE	NBM

Lairon

TYPE: STL-RCK

ABILITY: STURDY/ROCK HEAD

HELD ITEM:

Evolves from Aron (Level: 32)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
5	LOCKE	NBM
8	HARDEN	NBM
8	MUD-SLAP	GRD
9	MUD-SLAP	NBM
14	HARDEN	NBM
17	MUD-SLAP	GRD
110	MUD-SLAP	NBM
113	METAL CLAW	STL
117	IRON DEFENSE	STL
121	EGG	NBM
125	TAKE DOWN	NBM
127	IRON TAIL	STL
134	PROTECT	NBM
139	METAL SOUND	STL
144	DOUBLE-EDGE	NBM

TM MOVES

TM	MOVE	TYPE
03	WATER PULSE	STL
05	SLASH	NBM
06	TOXIC	PSN
10	HIDDEN POWER	NBM
11	SLASH	FLY
13	SLASH	FLY
15	HYPER BEAM	NBM
17	PROTECT	NBM
18	GRASS WHISPER	GRS
21	FRUSTRATION	NBM
23	IRON TAIL	STL
26	FLARE	CSD
27	RETURN	NBM
28	EGG	CSD
32	DOUBLE-EDGE	NBM
34	WING CLASH	FLY
37	SANDSTORM	RCK
39	ROCK THROW	RCK
40	AERIAL ACE	FLY
42	FLARE	NBM
43	SECRET POWER	NBM
44	SLASH	FLY
45	ATTRACT	NBM

LEARNED MOVES

MOVE	TYPE
WING	NBM
SUBSTITUTE	NBM
SWAGGER	NBM
MUD SLAP	NBM
DOUBLE-EDGE	NBM

Aggron

TYPE: **STL RCK**

ABILITY: STURDY/INDEX HEAD

HELD ITEM: -

Evolves from Lairon (Level 42)

 HP
  ATTACK
  SA

 SPEED
 DEFENSE
 SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
0	TACKLE	NRM
0	HARDEN	NRM
0	MUD-SLAP	GRD
0	HEADJIT	NRM
L4	HARDEN	NRM
L7	MUD-SLAP	GRD
L10	HEADJIT	NRM
L13	METAL CLAW	STL
L17	IRON DEFENSE	STL
L21	BOAP	NRM
L25	TAKE DOWN	NRM
L29	IRON TAIL	STL
L37	PROTECT	HEM
L40	METAL SOUND	STL
L43	OGULFUDGE	NRM

TM MOVES

TM	MOVE	TYPE
01	POUNCE PUNCH	FTC
02	POUNCE FLAIL	CLSC
03	WATER PLAS	WTR
08	ROAR	HRM
09	TAKE	PSM
10	BUILDUP POWER	HRM
11	SUNNY DSV	FLR
12	FLY	CLTY
13	ICE BEAM	SCS
15	SL-FLARE	HRM
16	HYPER BEAM	HRM
17	PROJECT	HRM
18	PH-NUCLEO	WTR
21	FRUSTRATION	HRM
24	SC-NUCLEO	CLSC
25	ROCK TAIL	SCS
26	ICE-NUCLEO, L	HRM
27	TR-NUCLEO	CLSC
28	ELECTROPLAS	GRD
29	RETURN	HRM
32	DIG	HRM
33	POUNCE BREAK	CLSC
34	DOUBLE TEAM	HRM
35	SLASH	FLY
36	FLAME-NUCLEO	FLR
37	NUCLEO FURY	HRM
39	SACK STORM	HRM
40	FLAME-NUCLEO	FLR
41	ROCK TOMB	HRM
46	ABRINA JCE	FLY
47	FACADE	HRM
48	SECRET POWER	HRM
49	ICE	PSM
50	ATTRACT	HRM

LEARNED MOVES

MOVE	TYPE
HIMIC	ARM
THUNDER WAVE	ELC
SEISMIC TOSS	FTG
KEY WORD	ICE
SUBSTITUTE	ARM
SWAGGER	ARM
BODY SLAM	ARM
DOUBLE TEE	ARM

Wooper

TYPE: ATR GRD

ABILITY: DAMP/WATER ABSORB

HELD ITEM:-

Catch in a Polioe Sport

 HP
 ATTACK
 SA

 SPEED
  DEFENSE
  SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	WATER GUN	WTR
8	TAIL WHIP	NORM
111	SLAM	HRM
116	MUD SHOT	GRD
121	AREN'T I LA	PSY
130	VENOM	HRM
136	EARTHQUAKE	GRD
141	GLA N DANCE	WTR
150	ARREST	JCE
150	HAZE	JCE

TM MOVES

TM	MOVE	TYPE
01	WATER PULSE	WTR
06	LOKK	PSN
07	LOKK	CE
09	HIDDEN POWER	PSN
13	CE FLAM	ICE
14	B. ZARD	KC
15	PROTECT	NRM
16	PSY WAVE	WTR
21	FRYSTRIKIN	NRM
23	ROK TAN	STL
24	LARFNGUKE	GAD
25	BLITZIN	GAD
28	BIG	GAD
30	DOUBLE TEAM	NRM
34	AURORA VEIL	PSN
35	SAVIOSTORM	BCK
42	FACADE	NRM
43	SECRET POWER	NRM
45	WIS	PSY
49	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
MMH	MMH
SUBSTITUTE	MMH
SWAGGER	MMH
BODY SLAM	MMH
DOUBLE-JOGE	MMH

Quagsire

TYPE: MTR-GHD

ABILITY: DAMP/WATER ABSORB

HELD ITEM

Evolves from Wooper (Level 20)

HP ATTACK SA
SPEED DEFENSE SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
0	WATER GUN	STR
8	TAIL WHIP	NRM
121	SLAM	NRM
136	MUD SHOT	GRD
171	AMNESIA	PSY
185	SWARM	NRM
142	EARTHQUAKE	GRD
149	RAIN DANCE	WTR
161	MIST	CE
161	HAZE	CE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FE
02	WALL OF FIRE	FF
04	TOXIC	PF
07	HAIL	NM
09	HEAVY SLAM	NM
13	ICE FANG	IC
14	ICE FANG	IC
15	HYPER BEAM	NM
17	PROTECT	NM
18	ICE VEIL	NM
19	POISON WATION	WF
23	POW RA	SL
25	CARBIDE	GM
27	RETURN	NM
28	ONG	NM
34	BRICK BREAK	FE
35	CRUSHER TANK	BM
36	SLUDGE GROW	PF
37	SANDSLASH	NM
39	ROCK SCOMB	RC
40	ICE AGE	NM
43	SECRET POWER	NM
44	REST	PSY
45	THUNDER	GM

LEARNED MOVES

MOVE	TYPE
MIMIC	NTM
SEISMIC TOSS	FTG
SUBSTITUTE	NTM
SWAGGER	NTM
BODY SLAM	NTM
DOUBLE EDGE	NTM

Tyranitar

TYPE: ROCK/DRAGON

ABILITY: SAND STREAM

HELD ITEM: -

Evolves from Pupitar (Level 55)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> DEFENSE	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



Meditite

TYPE: FIGHTING/PSYCHIC

ABILITY: PURE POWER

HELD ITEM: -

Evolves from Meditator (Level 20)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD

STARTING MOVES

MOVE	TYPE
HYPER BEAM	PSY
PSYCHIC PUNCH	PSY
PSYCHIC	PSY
PSYCHIC BLAST	PSY
PSYCHIC	PSY



Medicham

TYPE: FIGHTING/PSYCHIC

ABILITY: PURE POWER

HELD ITEM: -

Evolves from Meditator (Level 37)

<input type="checkbox"/> HP	<input type="checkbox"/> ATTACK	<input type="checkbox"/> SA
<input type="checkbox"/> SPEED	<input type="checkbox"/> DEFENSE	<input type="checkbox"/> SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	BITE	DRK
8	LEER	NRM
8	SANDS OVA	RCK
8	SCREECH	NRM
18	SANDS OVA	RCK
18	SCREECH	NRM
18	ROCK B. DE	RCK
138	THRASH	NRM
138	SCARY FACE	NRM
147	CRUNCH	DRK
147	BLASTING	DRK
147	HYPER BEAM	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	PSY
01	DRAGON CLAW	DRG
01	WATER PULSE	WTR
05	ROAR	NRM
05	TOXIC	PSN
09	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
11	TALON	DRK
13	ICE BEAM	ICE
13	BLIZZARD	ICE
15	HYPER BEAM	NRM
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
23	IRON TAIL	STL
24	THUNDERBOLT	ELC
24	THUNDER	ELC
28	FLASH	ELC
28	SECRET POWER	NRM
31	SHOCK BREAK	PSY
32	DOUBLE TEAM	NRM
34	SUCK ROPE	ELC
35	FLAMETHROWER	FIRE
37	SANDS OVA	RCK
38	PHO BLAST	FIRE
38	ROCK TOMB	RCK
40	STEEL ICE	PSY
41	TORMENT	DRK
43	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WAVE	NRM
SEANIC TAIL	ELC
SEANIC TAIL	PSY
SUBSTITUTE	NRM
SMUGGER	NRM
ROCK SLAM	NRM
WIGHTMARE	DRK
DOUBLE EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	BITE	NRM
14	MEDITATE	PSY
14	CONFUSION	PSY
112	DEFLECT	PSY
112	HIDDEN POWER	NRM
127	MIND READER	NRM
128	CALM MIND	PSY
138	HYPER BEAM	PSY
138	PSYCHIC	NRM
147	REVERSAL	PSY
148	RECOVER	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	PSY
01	CALM MIND	PSY
05	TOXIC	PSN
08	BULK UP	PSY
09	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	PROTECT	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
22	RETURN	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	DRK
31	SHOCK BREAK	PSY
32	DOUBLE TEAM	NRM
32	REFLECT	PSY
38	ROCK TOMB	RCK
43	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
SHOCK	NRM
SHOCK	PSY
SUBSTITUTE	NRM
DREAM EATER	PSY
SMUGGER	NRM
ROCK SLAM	NRM
DOUBLE EDGE	NRM

LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	FIRE PUNCH	FIRE
8	THUNDERPUNCH	ELC
8	ICE PUNCH	ICE
8	BITE	NRM
8	MEDITATE	PSY
8	CONFUSION	PSY
8	DEFLECT	PSY
14	MEDITATE	PSY
19	CONFUSION	PSY
112	DEFLECT	PSY
112	MIND READER	NRM
112	CALM MIND	PSY
138	HYPER BEAM	PSY
140	PSYCHIC	PSY
140	REVERSAL	PSY
148	RECOVER	NRM

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	PSY
01	CALM MIND	PSY
05	TOXIC	PSN
08	BULK UP	PSY
09	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
15	HYPER BEAM	NRM
16	CONFUSION	PSY
17	PROTECT	NRM
18	RAIN DANCE	WTR
21	FRUSTRATION	NRM
29	PSYCHIC	PSY
30	SHADOW BALL	DRK
31	SHOCK BREAK	PSY
32	DOUBLE TEAM	NRM
32	REFLECT	PSY
38	ROCK TOMB	RCK
43	FACADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
SHOCK	DRK
SHOCK	PSY
SUBSTITUTE	NRM
DREAM EATER	PSY
SMUGGER	NRM
ROCK SLAM	NRM
DOUBLE EDGE	NRM

Cynquail TYPE: FIRE

ABILITY: BLAZE

HELD ITEM: -

Win all 100 Trainer battles in Mt. Battle

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
-	REVERCEL	FTG
-	TACKLE	NRM
-	LEER	NRM
-	BLAST BURN	FIRE



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	LEER	NRM
10	SMOKESCREEN	NRM
13	EMBER	FIRE
19	QUICK ATTACK	NRM
117	FLAME WHEEL	FIRE
130	SWIFT	NRM
140	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
20	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
28	GB	GBD
32	DOUBLE TEAM	NRM
33	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
45	AERIAL ACE	FLY
43	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MMIC	NRM
SUBSTITUTE	NRM
THRASHER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Quilava TYPE: FIRE

ABILITY: BLAZE

HELD ITEM: -

Evolves from Cynquail (Level 14)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	LEER	NRM
8	SMOKESCREEN	NRM
10	SMOKESCREEN	NRM
117	EMBER	FIRE
120	QUICK ATTACK	NRM
131	FLAME WHEEL	FIRE
147	SWIFT	NRM
154	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
28	GB	GBD
32	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
40	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MMIC	NRM
SUBSTITUTE	NRM
THRASHER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Typhlosion TYPE: FIRE

ABILITY: BLAZE

HELD ITEM: -

Evolves from Quilava (Level 36)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	TACKLE	NRM
8	LEER	NRM
8	SMOKESCREEN	NRM
10	SMOKESCREEN	NRM
117	EMBER	FIRE
120	QUICK ATTACK	NRM
131	FLAME WHEEL	FIRE
140	SWIFT	NRM
150	FLAMETHROWER	FIRE

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
05	ROAR	NRM
06	TOXIC	PSN
10	HIDDEN POWER	NRM
11	SUNNY DAY	FIRE
17	PROTECT	NRM
21	FRUSTRATION	NRM
27	RETURN	NRM
28	GB	GBD
32	BRICK BREAK	FTG
32	DOUBLE TEAM	NRM
33	FLAMETHROWER	FIRE
38	FIRE BLAST	FIRE
40	AERIAL ACE	FLY
42	FAÇADE	NRM
43	SECRET POWER	NRM
44	REST	PSY
45	ATTRACT	NRM
50	OVERHEAT	FIRE

LEARNED MOVES

MOVE	TYPE
MMIC	NRM
SEMI-FLAME	FTG
SUBSTITUTE	NRM
THRASHER	NRM
BODY SLAM	NRM
DOUBLE-EDGE	NRM

Totodile

TYPE: WTR

ABILITY: TORRENT

HELD ITEM: --

Win all 100 Trainer batt. as an Mt. Battle

HP	ATTACK	SA
SPEED	DEFENSE	SD

STARTING MOVES

SHADOW MOVE	MOVE	TYPE
0	SCRATCH	NRM
8	LEER	NRM
17	RAGE	NRM
113	WATER GUN	WTR
130	WITL	GRX
137	SCARY FACE	NRM
139	SLASH	NRM
143	SCREECH	NRM
151	HYDRO PUMP	WTR



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
8	LEER	NRM
17	RAGE	NRM
113	WATER GUN	WTR
130	WITL	GRX
137	SCARY FACE	NRM
139	SLASH	NRM
143	SCREECH	NRM
151	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
05	TOxic	PSN
07	THAIL	ICE
10	HIDDEN POWER	NRM
13	BLOZZARD	ICE
17	PROTECT	NRM
18	ICE BEAM	ICE
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	OG	GRD
31	CRACK BREAK	FTG
37	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	BEST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WAVE	NRM
SEMI-TOSS	FTG
NEW WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Croconaw

TYPE: WTR

ABILITY: TORRENT

HELD ITEM: --

Evolves from Totodile (Level 18)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
8	LEER	NRM
17	RAGE	NRM
113	WATER GUN	WTR
130	WITL	GRX
137	SCARY FACE	NRM
139	SLASH	NRM
143	SCREECH	NRM
151	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
05	TOxic	PSN
07	THAIL	ICE
10	HIDDEN POWER	NRM
13	BLOZZARD	ICE
17	PROTECT	NRM
21	FRUSTRATION	WTR
23	IRON TAIL	STL
27	RETURN	NRM
28	OG	GRD
31	CRACK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	BEST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WAVE	NRM
SEMI-TOSS	FTG
NEW WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Feraligatr

TYPE: WTR

ABILITY: TORRENT

HELD ITEM: --

Evolves from Croconaw (Level 30)

HP	ATTACK	SA
SPEED	DEFENSE	SD



LEVEL-UP MOVES

LEVEL	MOVE	TYPE
8	SCRATCH	NRM
8	LEER	NRM
17	RAGE	NRM
113	WATER GUN	WTR
130	WITL	GRX
137	SCARY FACE	NRM
139	SLASH	NRM
143	SCREECH	NRM
151	HYDRO PUMP	WTR

TM MOVES

TM	MOVE	TYPE
01	FOCUS PUNCH	FTG
03	WATER PULSE	WTR
05	TOxic	PSN
07	THAIL	ICE
10	HIDDEN POWER	NRM
13	BLOZZARD	ICE
17	PROTECT	NRM
21	FRUSTRATION	NRM
23	IRON TAIL	STL
27	RETURN	NRM
28	OG	GRD
31	CRACK BREAK	FTG
32	DOUBLE TEAM	NRM
40	AERIAL ACE	FLY
42	FACADE	NRM
43	SECRET POWER	NRM
44	BEST	PSY
45	ATTRACT	NRM

LEARNED MOVES

MOVE	TYPE
WAVE	NRM
SEMI-TOSS	FTG
NEW WIND	ICE
SUBSTITUTE	NRM
SWAGGER	NRM
BODY SLAM	NRM
DOUBLE EDGE	NRM

Reference Data

Items, abilities, natures and moves



HEALTH ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Antidote	Cures a Pokémon's Poison condition	Pokémon HQ Lab/Battle CD	100
Awakening	Wakes Pokémon with a Sleep condition	Pokémon/Gateon Port/Battle CD	250
Burn Heal	Heals a Pokémon's Burn condition	Pokémon/Agate Village/Battle CD	250
Elixer	Restores 10 PP to all attacks	Cipher Key Lair/Citadark Isle/Battle CD/Bingo	—
Energy Root	Restores 200 HP but tastes bitter	Gateon Port Herb Shop/Poké Spots/Battle CD/Receive from Herbalist	800
Energy powder	Restores 50 HP but tastes bitter	Gateon Port Herb Shop/Poké Spots/Receive from Herbalist	500
Eliver	Restores 10 PP to one attack	Agate Village/Cipher Lab/Pyrite Town/Bingo	—
Fresh Water	Restores 50 HP	Pyrite Town	200
Full Heal	Cures all status conditions	Pokémon/MT. Battle/Cipher Lab/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	600
Full Restore	Cures all status conditions and restores all HP	Pokémon/Cipher Key Lair/Citadark Isle/ Battle CD	3,000
Heal Powder	Cures all status conditions but tastes bitter	Gateon Port Herb Shop/Poké Spots/Receive from Herbalist	450
Hyper Potion	Restores 200 HP	Pokémon/Pyrite Town/Phenac City/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	1,200
Ice Heal	Heals a Pokémon's Ice condition	Pokémon/Battle CD	250
Lemonade	Restores 80 HP	Pyrite Town	350
Max Elixir	Restores all PP to all moves	Citadark Isle/Bingo	—
Max Ether	Restores all PP to one move	S.S. Libra/Citadark Isle/Battle CD/Bingo	—
Max Potion	Restores all HP	Gateon Port/Citadark Isle	2,500
Max Revive	Revives a fainted Pokémon & restores all HP and PP	Cipher Key Lair/Citadark Isle/Battle CD/Bingo	—
McMoo Milk	Restores 100 HP	Pyrite Town	500
Paralyze Heal	Cures a Pokémon's Paralyze condition	Pokémon/Gateon Port/Pyrite Town/Battle CD	200
Potion	Restores 20 HP	Pokémon/Pokémon HQ Lab/Gateon Port/Agate Village	300
Revival Herb	Revives a fainted Pokémon but tastes bitter	Gateon Port Herb Shop/Poké Spots/Receive from Herbalist	2,800
Revive	Revives a fainted Pokémon and restores 1/2 of its HP	Pokémon/Cipher Lab/Pyrite Town/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	1,500
Sacred Ash	Revives all fainted Pokémon	Battle CD	—
Soda Pop	Restores 60 HP	Pyrite Town	300
Super Potion	Restores 50 HP	Pokémon/Gateon Port/Agate Village/Cipher Lab/Battle CD	700
Yellow Flute	Cures Pokémon's Confuse condition	S.S. Libra	—

BALLS

ITEM	DESCRIPTION	LOCATION	PRICE
Great Ball	Catches Pokémon better than a Poké Ball	Pokémon/Cipher Lab/Pyrite Town/Battle CD	600
Lucky Ball	Caught Pokémon will be friendlier	S.S. Libra	—
Master Ball	Always catches a Pokémon	Pokémon HQ Lab	—
Nest Ball	Better against lower-level Pokémon	Outskirt Stand Shop	1,000
Net Ball	Better against Bug-type and Water-type Pokémon	Outskirt Stand Shop	1,000
Poké Ball	The basic ball used to catch Pokémon	Pokémon/Gateon Port/Agate Village/Cipher Lab/Pokémon HQ Lab	200
Premier Ball	Same as Poké Ball except for design	Given when you buy 10 Poké Balls at once	—
Timer Ball	Better success as the battle grows longer	Outskirt Stand Shop/Citadark Isle/Battle CD	1,000
Ultra Ball	Catches Pokémon better than Great Ball	Pokémon/Realgam Tower/Phenac City/Snagem Hideout/ Cipher Key Lair/Citadark Isle/Battle CD	1,200

ITEMS FOR SHADOW POKÉMON PURIFICATION

ITEM	DESCRIPTION	LOCATION	PRICE
Excite Scent	Purifies a Shadow Pokémon to a good extent	Agate Village	800
Joy Scent	Purifies a Shadow Pokémon to a slight extent	Agate Village	600
Ward Scent	Purifies a Shadow Pokémon to a great extent	Agate Village	1,200

LEVEL- AND SKILL-BOOSTING ITEMS

ITEM	DESCRIPTION	LOCATION	PRICE
Calcium	Raises Special Attack permanently	Phenac City	9,800
Carbos	Raises Speed permanently	Phenac City/Realgam Tower	9,800
Dare Hit	Increases chance of a critical hit for one battle	Pyrite Town	650
Fire Stone	Evolves specific Pokémon	S.S. Libra/Gateon Port	—
Guard Spec.	Guards against Special Attacks for one battle	Pyrite Town/Battle CD	700
HP Up	Raises maximum HP permanently	Phenac City/Pyrite Town/Cipher Key Lair	9,800
Iron	Raises Defense permanently	Phenac City/S.S. Libra	9,800
Leaf Stone	Evolves specific Pokémon	Cipher Lab	—
PP Max	Raises PP to its maximum limit permanently	Citadark Isle	—
PP Up	Raises PP permanently	Phenac Stadium/S.S. Libra/Snagem Hideout/Cipher Key Lair/Citadark Isle/Battle CD	—
Protein	Raises Attack permanently	Phenac City/Realgam Tower	9,800
Rare Candy	Raises Pokémon's level by one permanently	Kamunko's house/Snagem Hideout/Cipher Key Lair/Citadark Isle/Battle CD	—
Thunderstone	Evolves specific Pokémon	Gateon Port	—
Water Stone	Evolves specific Pokémon	Phenac Stadium/Gateon Port	—
X Accuracy	Increases Accuracy for one battle	Pyrite Town/Battle CD	950
X Attack	Increases Attack for one battle	Pyrite Town	500
X Defense	Increases Defense for one battle	Pyrite Town	550
X Special	Raises Special Attack for one battle	Pyrite Town	350
X Speed	Increases Speed for one battle	Pyrite Town	350
Zinc	Raises Special Defense permanently	Phenac City	9,800

KEY ITEMS

ITEM	DESCRIPTION	LOCATION
Bonsy Card	A special Battle Bingo card for Realgam Tower	Pyrite Town
Bonsy Photo	The prize for winning at Battle Bingo with the Bonsy Card	Gateon Port
Cologne Case	Holds Cologne. Massage scents used to purify Shadow Pokémon	Agate Village
Cry Analyzer	A device used to free Pokémon from defective translators	Kamunko's house
Data ROM	A memory device that may contain Cipher's secrets	Cipher Lab
Disc Case	A case for storing Battle CDs	Phenac City
Elevator Key	The key to the elevator in the Pre Gym	Phenac City
Gonzap's Key	A key obtained from Gonzap to open a treasure chest	Snagem Hideout
D Card	An item used for security checks at Cipher buildings	Cipher Lab
Krane's Memo 1	A memo written by Krane about the Snag system	Pokémon HQ Lab
Krane's Memo 2	A memo written by Krane about the Aura Reader	Pokémon HQ Lab
Krane's Memo 3	A memo written by Krane about the Snag Machine	Pokémon HQ Lab
Krane's Memo 4	A memo written by Krane on purifying Shadow Pokémon	Pokémon HQ Lab
Krane's Memo 5	A memo written by Krane about the Purify Chamber	Pokémon HQ Lab
Machne Part	A vital mechanical component needed by Lily	Gateon Port
Mayor's Note	An important letter that the mayor wrote for Justy	Phenac City
Mirror Radar	A found device that senses Mirror B's presence	Cave Poké Spot
Moon Shard	An odd shard that makes Eevee evolve into Umbreon	Gateon Port
Music Disc	A plaintive love song by a pop star	Phenac City
Sun Shard	An odd shard that makes Eevee evolve into Espeon	Gateon Port
System Lever	A handle-shaped lever that controls a machine	Cipher Key Lair
Voice Case 01	A special case that contains the cry of a Pokémon	Kamunko's house
Voice Case 02	A special case that contains the cry of a Pokémon	Kamunko's house
Voice Case 03	A special case that contains the cry of a Pokémon	Kamunko's house
Voice Case 04	A special case that contains the cry of a Pokémon	Kamunko's house
Voice Case 05	A special case that contains the cry of a Pokémon	Kamunko's house

HELD ITEMS

ITEM	DESCRIPTION	LOCATION	POKÉMON COUPON
Amulet Coin	Doubles earnings if Pokémon battles	Gateon Port	—
Black Belt	Increases power of Fighting-type attacks	Hilmonlee (Shadow Pokémon)	—
Blackglasses	Increases power of Dark-type attacks	Carvanha (Shadow Pokémon)	—
Brightpowder	Lowers opponent's Accuracy	Exchange for Pokémon Coupon	8,000
Charcoal	Increases power of Fire-type attacks	Humel (Shadow Pokémon)	—
Choice Band	Multplies move power used first by 1.5; can't use other moves	Exchange for Pokémon Coupon	8,000
Dragon Fang	Increases power of Dragon-type attacks	Altaria (Shadow Pokémon)	—
Exp. Share	Gives Pokémon an extra share of experience (see pg.13)	Phenac City	—
Focus Band	Prevents a Pokémon from fainting occasionally	Pyrite Town/Exchange for Pokémon Coupon	8,000
Hard Stone	Increases power of Rock-type attacks	Limestone (Shadow Pokémon)	—
King's Rock	May cause flinching when opponent is hit	Exchange for Pokémon Coupon	8,000
Leftovers	Restores HP gradually during battle	S.S. Libra/Snorlax (Shadow Pokémon)	—
Lucky Egg	Grants more Exp. points after a battle	Agate Village	—
Lucky Punch	Increases Chansey's chance of a critical hit	Chansey (Shadow Pokémon)	—
Macho Brace	Grows stats better but halves Speed	ML Battle	—
Magnet	Increases power of Electric-type attacks	Voltorb (Shadow Pokémon)	—
Mental Herb	Prevents your Pokémon from becoming attracted to opponent	Gateon Port/Battle CD/Exchange for Pokémon Coupon	6,000
Metal Coat	Increases power of Steel-type attacks	Magnetron (Shadow Pokémon)	—
Miracle Seed	Increases power of Grass-type attacks	Tangela (Shadow Pokémon)	—
Mystic Water	Increases power of Water-type attacks	Seal (Shadow Pokémon)	—
Nevermeltice	Increases power of Ice-type attacks	Snubun (Shadow Pokémon)	—
Poison Barb	Increases power of Poison-type attacks	Beedrill (Shadow Pokémon)	—
Quick Claw	Increases chances of attacking first	Gateon Port/Exchange for Pokémon Coupon	8,000
Scope Lens	Increases chances of scoring a critical hit	Exchange for Pokémon Coupon	8,000
Sharp Beak	Increases power of Flying-type attacks	Spearow (Shadow Pokémon)	—
Shell Bell	Restores HP by 1/8 of damage to opponent	Exchange for Pokémon Coupon	8,000
Silk Scarf	Increases power of Normal-type attacks	Zangoose (Shadow Pokémon)	—
Silver Powder	Increases power of Bug-type attacks	Venomoth (Shadow Pokémon)	—
Soft Sand	Increases power of Ground-type attacks	Dugtrio (Shadow Pokémon)	—
Soothe Bell	Speeds development of Pokémon's Friendship	Pyrite Town	—
Sp. L Tag	Increases power of Ghost-type attacks	Banette (Shadow Pokémon)	—
Stick	Increases Farfetch'd's chance of a critical hit	Farfetch'd (Shadow Pokémon)	—
Thick Club	Doubles Attack for Cubone or Marowak	Marowak (Shadow Pokémon)	—
Twisted Spoon	Increases power of Psychic-type attacks	Ralts (Shadow Pokémon)	—
White Herb	Cures status conditions	Gateon Port/Citadark Isle/Battle CD/Exchange for Pokémon Coupon	6,000

BERRIES

ITEM	DESCRIPTION	LOCATION	FLAVORS
Agave Berry	Restores HP when it's half or lower; confuses Pokémon that dislike bitter flavor	Agate Village	Bitter
Apicot Berry	Raises Special Defense when HP is low	Exchange for Pokémon Coupon (15,000)	Dry, Sour
Aspear Berry	Eliminates Freeze condition	Agate Village	Sour
Cheri Berry	Eliminates Paralyze condition	Agate Village	Spicy
Chesto Berry	Eliminates Sleep condition	Agate Village	Dry
Figy Berry	Restores HP when it's half or lower; confuses Pokémon that dislike spicy flavor	Agate Village	Spicy
Ganlon Berry	Raises Defense when HP is low	Exchange for Pokémon Coupon (15,000)	Dry, Bitter
Himori Berry	Restores 10 PP	Agate Village	?
Japapa Berry	Restores HP when it's half or lower; confuses Pokémon that dislike sour flavor	Agate Village	Sour
Leppa Berry	Restores PP when it's zero	Agate Village	Sweet, Spicy, Sour, Bitter
Lum Berry	Cures any status condition	Agate Village/Phenac City/Battle CD	Dry, Sweet, Spicy, Sour, Bitter
Mago Berry	Restores HP when it's half or lower; confuses Pokémon that dislike sweet flavor	Agate Village	Sweet
Oran Berry	Restores 10 HP when it's half or lower	Agate Village	Dry, Sweet, Spicy, Sour, Bitter
Pecha Berry	Eliminates Poison condition	Agate Village	Sweet
Persim Berry	Eliminates Confuse condition	Agate Village	Dry, Sweet, Spicy, Sour, Bitter
Raspary Berry	Raises Special Attack when HP is low	Exchange for Pokémon Coupon (15,000)	Spicy, Bitter
Rawst Berry	Eliminates Burn condition	Agate Village	Bitter
Salac Berry	Raises Speed when HP is low	Exchange for Pokémon Coupon (15,000)/Battle CD	Sweet, Sour
Sitrus Berry	Restores 30 HP when it's half or lower	Agate Village	Dry, Sweet, Spicy, Sour, Bitter
Wik Berry	Restores HP when it's half or lower; confuses Pokémon that dislike dry flavor	Agate Village	Dry

OTHER ITEMS

ITEM	DESCRIPTION	LOCATION
Nugget	This sets is for a high price	Battle CD
Poke Snack	Attracts wild Pokémon	Pokemarts/Poke Spots/News Event

BATTLE CDS

NO.	TITLE	PLAYER POKÉMON	ENEMY POKÉMON	LOCATION
01	Flying vs. Flying	Pidgeot	Tropius	Phenac City
02	Sk1 over Power	Warrior e	Drowzee	Realgam Tower (1,000)
03	Explo t Seams!	Quagsire/Ludicolo	Vileplume/Skarmory	Realgam Tower (1,000)
04	Plusle and Minun	Plusle/Minun	Milank/Tropus	Realgam Tower (1,000)
05	Offense is the Greatest Defense	Blissey	Medicham	Kamiko's house
06	Dreams Come True	Sneasel/Pikachu/Snorlax	Primeape	Cateon Port
07	Machop's Macho Romp	Machop	Aggron	Phenac City
08	Zangoose vs. Cradily	Zangoose	Cradily	Phenac City
09	Color Change Carniva	Aerodactyl/Hitmonchan/Grafarig/Hariyama	Kecleon	Realgam Tower (1,000)
10	Fl ends from the Moon	Clefairy/Clefable	Aggron	Phenac City
11	One-Hit Wonders	Cacturne/Magcargo	Shedding x6	Kamiko's house
12	Heracross Bide a thon	Heracross	Swellow	Phenac City
13	What is Porygon Anyway?	Porygon	Spinda	Realgam Tower (1,000)
14	Whomp That Wobuffet!	Sitcity/Roselia	Wobuffet	Agate Village
15	A Salute to Meteorologists	Castform	Torkoal/Shedding/Gyarados	Phenac City
16	Slowpoke Family Feud	Sharpedo/Misdreavus	Slowpoke/Slowbro/Slowking	Phenac City
17	The Rattata That Roared	Rattata	Shuckle	Realgam Tower (1,000)
18	Farfetch'd Substitute	Ninjada	Farfetch'd	S.S. Lora
19	Volcanic React on	Rhydon/Golem/Swellow/Flareon	Muk/Manectric/Gengar	Phenac City
20	Let Sl p the Houndoom!	Salamence/Dusclops/Houndoom	Wobuffet/Banette/Wynaut	Phenac City
21	Focus Punch Face-Off	Breloom/Clefable	Swellow/Mewtwo/Mankey	Pyrte Town
22	Banette and Plus e	Banette/Plusle	Gyarados/Zangoose	Pyrte Town
23	Aerodactyl vs. Kyogre	Aerodactyl	Kyogre	Kamiko's house
24	Batter Down Protection	Manectric/Plusle/Ninetales	Scorcher/Hitmonlee/Muk	Pyrte Town
25	Vigoroth Twosome!	Vigoroth x2	Ninjask/Clefable/Ursaring	Realgam Tower (1,000)
26	A Slaking Pair	Slaking x2/Exploud	Kecleon/Blissey/Dusclops	Realgam Tower (1,000)
27	B g Bang, Sorry	Porygon2/Hitmonlee	Graveler/Dusclops	Phenac City
28	Bomb Squad	Feragator/Furret	Ariados/Xatu/Electrode/Psyduck	Phenac City
29	Madcap Magikarp	Smeargle/Spear/Poliwhirl	Magikarp x3	Kamiko's house
30	Shed n a and Raticate	Shed n a/Raticate	Meditate/Medicham	Realgam Tower (1,000)
31	Donphan Do drums	Donphan/Starmie/Blaziken/Electrode/Ninetales/Metagross	Magneon/Rhydon/Manectric/Magcargo/Aggron/Victreebel	Citadark Isle
32	Surv ve B g Booms!	Chikorita/Cyndaquil/Totodile	Smoochum/Elekid/Magby	Phenac City
33	Cutie Pokémon Concerto Side A	Smoochum/Elekid/Magby	Chikorita/Cyndaquil/Totodile	Pokémon HQ Lab
34	Cutie Pokémon Concerto Side B	Clefairy/Togep	Geodude/Machop	Realgam Tower (1,000)
35	Metronome Cup	L ncone/Akazam/Dusclops/Aggron	Gengar/Electrode/Shedding/Shuckle	Phenac City
36	The King of Fighting Types Side A	Bazken/Breloom/Machop	Poliwrath/Hitmonchan/Hariyama	Fyrte Town
37	The King of Fighting Types Side B	Poliwhirl/Hitmonchan/Hariyama	Blaziken/Breloom/Machop	Realgam Tower (1,000)
38	Foss I Fandango S de A	Lleep/Anonith/Cradily/Armaldo	Omasior/Kabutops/Omanyte/Kabuto	Pyrte Town
39	Foss I Fandango S de B	Omasior/Kabutops/Omanyte/Kabuto	Lleep/Anonith/Cradily/Armaldo	Realgam Tower (1,000)
40	Kanto vs. Hoenn S de A	Venusaur/Charizard/Blastoise	Sceptile/Blaziken/Swampert	Pyrte Town
41	Kanto vs. Hoenn S de B	Sceptile/Blaziken/Swampert	Venusaur/Charizard/Blastoise	Realgam Tower (1,000)
42	Articulo, Zapdos, & Moltres Side A	Sukume/Entei/Raikou	Raikou/Entei/Sukume	Cipher Lab
43	Articulo, Zapdos, & Moltres Side B	Zapdos/Moltres/Articulo	Raikou/Entei/Sukume	Realgam Tower (1,000)
44	Regirock, Regice, & Registeel Side A	Raikou/Entei/Sukume	Regirock/Regice/Registeel	Phenac City
45	Regirock, Regice, & Registeel Side B	Regirock/Regice/Registeel	Raikou/Entei/Sukume	Realgam Tower (1,000)
46	Operation Zero	Eevee/Vaporeon/Jolteon/Flareon/Umbreon/Espeon	Mew	Citadark Isle
47	The Ultimate Latias & Latios Side A	Latias/Latios	Latias/Latios	Cipher Key Lair
48	The Ultimate Latias & Latios Side B	Latias/Latios	Lugia/Ho Oh	Realgam Tower (1,000)
49	Legendary Pokémon Challenge 1	J mply/H Ninjask	Groudon/Shiftry	Kamiko's house
50	Legendary Pokémon Challenge 2	Quagsire/Lanturn	Kyogre/Kingdra	Kamiko's house

* These Battle CDs cannot be found until Phenac City has been freed.

* These Battle CDs cannot be found until the Cipher Key Lair has been cleared.

* These Battle CDs cannot be found until you have upgraded your scooter.

* These Battle CDs cannot be found until your first encounter with Team Snagem.

* This Battle CD cannot be found until you've visited Citadark Isle once.

* This Battle CD cannot be found until you have defeated Cipher.

* Note that some Battle CDs in Realgam Tower will appear at the shop after you have completed certain other Battle CDs. To see which Battle CDs unlock others, see page 101.

* Cost in Poké Dollars is listed by location.

TECHNICAL MACHINES (TMs)

TM	ABILITY	LOCATION	PRICE	TM	ABILITY	LOCATION	PRICE
01	Focus Punch	Battle CD 21	—	26	Earthquake	Cipher Key Lair	—
02	Dragon Claw	Orre Colosseum	—	27	Return	Orre Colosseum	—
03	Water Pulse	Mt. Battle	—	28	Dig	—	—
04	Calm Mind	Mt. Battle	—	29	Psychic	Snagem Hideout	3,500*
05	Roar	Pyrite Colosseum	—	30	Shadow Ball	Snagem Hideout	4,500*
06	Toxic	Orre Colosseum	—	31	Brick Break	Pyrite Colosseum	—
07	Hal	—	—	32	Double Team	Phenac City	—
08	Bulk Up	Mt. Battle	—	33	Reflect	Realgam Tower	3,000
09	Bullet Seed	Agate Village	—	34	Shock Wave	Mt. Battle	—
10	Hidden Power	Realgam Tower	3,000	35	Flamethrower	SS Lab	4,000*
11	Sunny Day	Battle CD 49	—	36	Sludge Bomb	Orre Colosseum	—
12	Taunt	Pyrite Colosseum	—	37	Sandstorm	—	—
13	Ice Beam	Phenac Stadium	4,000*	38	Fire Blast	Realgam Tower	5,500
14	Bizzard	Realgam Tower	5,500	39	Rock Tomb	Mt. Battle	—
15	Hyper Beam	Realgam Tower	7,500	40	Aerial Ace	Mt. Battle	—
16	Light Screen	Realgam Tower	3,000	41	Torment	Pyrite Colosseum	—
17	Protect	Realgam Tower	3,000	42	Facade	Mt. Battle	—
18	Rain Dance	Battle CD 50	—	43	Secret Power	—	—
19	Giga Drain	Realgam Colosseum	—	44	Rest	Orre Colosseum	—
20	Safeguard	Realgam Tower	3,000	45	Attract	Gateon Port	—
21	Frustration	—	—	46	Theft	—	—
22	Solarbeam	Realgam Colosseum	—	47	Steel Wing	Orre Colosseum	—
23	Iron Tail	Realgam Colosseum	—	48	Skill Swap	Orre Colosseum	—
24	Thunderbolt	Cipher Key Lair	4,000*	49	Snatch	Realgam Colosseum	—
25	Thunder	Realgam Tower	5,500	50	Overheat	Mt. Battle	—

*You can acquire the TM only by using Poké Coupon points.

LEARNED MOVES

ABILITY	CONDITION	ABILITY	CONDITION
Body Slam	After receiving the Music Disc at Phenac City	Seismic Toss	Available from the beginning
Double-Edge	After stepping into the Cipher Key Lair	Selfdestruct	After stepping into the Cipher Key Lair
Dream Eater	After stepping into Pyrite Town	Sky Attack	After receiving the information about the Snagem Hideout
Icy Wind	After stepping into Pyrite Town	Substitute	After stepping into Pyrite Town
Mimic	Available from the beginning	Swagger	After receiving the Music Disc at Phenac City
Nightmare	After receiving the Music Disc at Phenac City	Thunder Wave	Available from the beginning

ABILITIES

ABILITY	DESCRIPTION
Air Lock	Prevents Pokémon from being affected by weather during battle
Arena Trap	Prevents foe from switching Pokémon or escaping; not effective against Flying-types and Pokémon with Levitate
Battle Armor	Helps Pokémon avoid critical hits
Blaze	Multiples power of Pokémon's Fire-type attacks by 1.5 when its HP falls below 1/3 its maximum
Chlorophyll	Doubles a Pokémon's Speed when sunlight is strong
Clear Body	Prevents an opponent's move from lowering your Pokémon's stats
Cloud Nine	Prevents weather influence on all Pokémon in battle
Color Change	Changes Pokémon's type to match type of a move that hits it
Compoundeyes	Increases accuracy 30%
Cute Charm	Attracts opponent Pokémon 30% of the time when opponent strikes
Damp	Prevents all Pokémon in battle from using Selfdestruct and Explosion
Drizzle	Changes weather to rain during battle
Drought	Changes weather to strong sunlight during battle
Early Bird	Causes Pokémon to wake earlier from Sleep conditions
Effect Spore	Afflicts opponent Pokémon with a Poison, Paralyze or Sleep condition 10% of the time when it attacks Pokémon directly
Flame Body	Afflicts opponent Pokémon with a Burn condition 10% of the time when it attacks Pokémon directly

ABILITIES contd.

ABILITY	DESCRIPTION
Flash Fire	Prevents damage from Fire-type attacks and increases power of Pokémon's Fire-type attacks
Forecast	Changes Pokémon to a form and type that's connected to weather (strong sunlight=Fire-type, rain=Water-type, hail=Ice-type)
Guts	Multiplies power of Pokémon's attacks by 1.5 when it has a status condition
Huge Power	Increases power of Pokémon's attacks, but the effect is reduced by half when its ability is changed (e.g., Skill Swap)
Intimidate	Multiplies power of Pokémon's attacks by 1.5, but its Accuracy is reduced to 80% of normal
Hyper Cutter	Prevents effects that reduce the Pokémon's attack power
Illuminate	No effect in Pokémon XD
Immunity	Prevents Pokémon from getting a Poison condition
Inner Focus	Prevents Pokémon from flinching
Insomnia	Prevents Pokémon from getting a Sleep condition
Intimidate	Reduces the opponent's attack power
Keen Eye	Protects Pokémon from Accuracy reduction
Levitate	Prevents Pokémon from getting struck by Ground-type attacks
Lightningrod	Draws Electric-type attacks away from partner to Pokémon when it's in a two-on-two battle
Limber	Prevents Pokémon from getting a Paralyze condition
Liquid Ooze	Causes damage when opponent Pokémon absorbs its HP
Magma Armor	Prevents Pokémon from getting a Freeze condition
Magnet Pull	Prevents Steel-type opponents from escaping
Marvel Scale	Multiplies defense by 1.5 when it has a status condition
Mimic	Multiplies Special Attack power by 1.5 when a positively charged Pokémon is also in battle
Natural Cure	Cures a Pokémon's status condition when the Pokémon is withdrawn from battle
Oblivious	Prevents Pokémon from becoming attracted
Overgrow	Multiplies power of Grass-type attacks by 1.5 when its HP falls below 1/3 its maximum
Own Tempo	Prevents Pokémon from getting a Confuse condition
Pickup	Picks up items from opponent's Pokémon while in battle
Plus	Multiplies Special Attack power by 1.5 when a negatively charged Pokémon is also in battle
Poison Point	Afflicts opponent Pokémon with a Poison condition 30% of the time when it attacks Pokémon directly
Pressure	Reduces opponent Pokémon's PP by two every time it damages Pokémon
Pure Power	Increases power of Pokémon's attacks, but the effect is reduced by half when the ability is changed (e.g., Skill Swap)
Rain Dish	Recovers HP in every turn when it's raining during battle
Rock Head	Prevents Pokémon from receiving damage when it uses Submission, Take Down or Double Edge
Rough Skin	Causes opponent's HP to decrease when opponent attacks Pokémon directly
Run Away	No effect in Pokémon XD
Sand Stream	Summons a sandstorm during battle
Sand Veil	Allows Pokémon to evade moves more easily during sandstorms
Serene Grace	Doubles the chance that any attack's secondary effects will work
Shadow Tag	Prevents foe from changing Pokémon or escaping
Shed Skin	Gives a Pokémon a 30% chance of curing its status conditions every turn
Shield Armor	Prevents Pokémon from critical hits
Shield Dust	Shields Pokémon from the additional effects from moves
Soundproof	Frees Pokémon from Grasswhistle, Growl, Heal Bell, Hyper Voice, Metal Sound, Perish Song, Roar, Screech, Sing, Snore, Supersonic and Uproar
Speed Boost	Increases Pokémon's Speed every turn
Static	Afflicts opponent Pokémon with a Paralyze condition 30% of the time when it attacks Pokémon directly
Stench	No effect in Pokémon XD
Sticky Hold	Prevents opponent Pokémon from stealing an item
Sturdy	Shields Pokémon from attacks that knock out the Pokémon in one hit
Suction Cups	Prevents Pokémon from swapping out when the opponent Pokémon uses Whirlwind or Roar
Swarm	Multiplies power of Bug-type attacks by 1.5 when its HP falls below 1/3 its maximum
Swift Swim	Doubles the Pokémon's Speed when it's raining in battle
Synchronise	Causes opponent Pokémon that inflicts a Poison, Paralyze or Burn condition to receive the same condition
Thick Fat	Reduces damage by half when Pokémon is attacked by Fire- or Ice-type attacks
Torrent	Multiplies power of Water-type attacks by 1.5 when its HP falls below 1/3 its maximum
Trace	Duplicates ability that opponent Pokémon has
Truant	Causes Pokémon to make its move only every other turn (can act only every other turn)
Vital Spirit	Prevents Pokémon from getting a Sleep condition
Volt Absorb	Restores Pokémon's HP when Pokémon is attacked by Electric-type attacks
Water Absorb	Restores Pokémon's HP when Pokémon is attacked by Water-type attacks
Water Veil	Prevents Pokémon from getting a Burn condition
White Smoke	Prevents opponent's moves from reducing Pokémon's stats
Wonder Guard	Prevents all damage except from "super effective" hits

NATURES

A Pokémon's nature affects the growth of its skills as well as its stats. In Story mode, it also impacts which purification Methods are the most effective.

NATURE	ATTACK	DEFENSE	SPECIAL ATTACK	SPECIAL DEFENSE	SPEED
Adamant	Rises quickly		Rises slowly		
Bashful					
Bold	Rises slowly	Rises quickly			
Brave	Rises quickly				Rises slowly
Calm	Rises slowly			Rises quickly	
Careful			Rises slowly	Rises quickly	
Docile					
Gentle		Rises slowly		Rises quickly	
Hardy					
Hasty		Rises slowly			Rises quickly
Impish		Rises quickly	Rises slowly		
Jolly			Rises slowly		Rises quickly
Lax		Rises quickly		Rises slowly	
Lonely	Rises quickly	Rises slowly			
Mild		Rises slowly	Rises quickly		
Modest	Rises slowly		Rises quickly		
Naive				Rises slowly	Rises quickly
Naughty	Rises quickly			Rises slowly	
Quiet			Rises quickly		Rises slowly
Quirky					
Rash			Rises quickly	Rises slowly	
Reckless		Rises quickly			Rises slowly
Sassy				Rises quickly	Rises slowly
Serious					
Timid	Rises slowly				Rises quickly



BATTLE MOVES

PP=Power Points

AC=Accuracy

BA=Basic Attack Power

Physical Attacks

Special Attacks

2 on 2 Battle Range:

- 1=Move is effective against one foe or partner.
 2=Move is effective against both foes at once.
 3=Move is effective against both foes and partner at once.
 4=Move is effective on all Pokémon in the field.
 F=Move is effective on both friendly Pokémon in the field.
 S=Move is effective on only the Pokémon that executes the move.
 R=Move takes effect on random Pokémon chosen from both foes and partner.

DA=Moves marked as direct attacks trigger the effects of some abilities, such as Rough Skin, that react to certain kinds of physical contact.

MOVE	TYPE	PP	AC	BA	2-ON-2	DA	EFFECT
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe
Absorb	GRS	20	100	20	1		Restores HP equal to half the damage caused to foe
Acid	PSN	40	100	30	2		Has 10% chance of lowering foe's Defense by 1 level
Acid Armor	PSN	-	-	40	S		Raises Defense by 2 levels
Aerial Ace (TM 40)	FLY	60	-	20	1	=	Hits foe unavoidably
Aeroblast	FLY	100	95	5	1		Has a high chance for a critical hit
Agility	PSY	-	-	30	S		Raises Pokémon's Speed by 2 levels
Air Cutter	FLY	55	95	25	2		High chance for a critical hit
Amnesia	PSY	-	-	20	S		Raises Special Defense by 2 levels
Ancientpower	RCK	60	100	5	1	=	Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Arm Thrust	FTG	15	100	20	1	=	Attacks 2-5 times per turn
Aromatherapy	GRS	-	-	5	F		Heals all critical conditions of all Pokémon in party
Assist	NRM	-	100	20	-		Uses a random move of a Pokémon not in battle
Astonish	GHO	30	100	15	1	=	Has 30% chance of causing Flinch
Attract (TM 45)	NRM	-	100	15	1		Causes foe of opp. gender to become attracted (50% chance can't move each turn)
Aurora Beam	ICE	65	100	20	1		Has 10% chance of lowering foe's Attack one level
Barrage	NRM	15	85	20	1		Attacks 2-5 times per turn
Barrier	PSY	-	-	30	S		Raises Defense by two levels
Baton Pass	NRM	-	-	40	S		Can switch Pokémon with another, passing on many status/skill changes
Beat Up	DRK	10	100	10	1		Attacks opponent a number of times equal to your number of healthy Pokémon
Be Iy Drum	NRM	-	-	10	S		Decreases HP by 50% and increases Attack to maximum possible
Bide	NRM	-	100	10	S	=	Doubles damage received while waiting 2 turns and inflicts it on foe
Bind	NRM	15	75	20	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Bite	DRK	60	100	25	1	=	Has 30% chance of causing Flinch
Blast Burn	FIRE	150	90	5	1		Causes massive damage but forfeits attacker's next move; cures Freeze condition of target
Blaze Kick	FIRE	85	90	10	1	=	Has a high chance for a critical hit; 10% chance of causing Burn; cures Freeze condition of target
Blizzard (TM 14)	ICE	120	70	5	2		Has 10% chance of causing Freeze
Block	NRM	-	100	5	1		Prevents foe from switching and escaping during battle
Body Slam	NRM	85	100	15	1	=	Has 30% chance of causing Paralyze
Bone Club	GRD	65	85	20	1		Has 10% chance of causing Flinch
Bone Rush	GRD	25	80	10	1		Attacks 2-5 times per turn
Bonemerang	GRD	50	90	10	1		Attacks twice per turn
Bounce	FLY	85	85	5	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd; 30% chance of causing Paralyze
Brick Break (TM 31)	FTG	75	100	15	1	=	Shatters foe's Reflect and Light Screen protection
Bubble	WTR	20	100	30	2		Has 10% chance of reducing foe's Speed 1 level
Bubblebeam	WTR	65	100	20	1		Has 10% chance of reducing foe's Speed 1 level
Bulk Up (TM 08)	FTG	-	-	20	S		Raises Attack and Defense by 1 level
Bullet Seed (TM 09)	GRS	10	100	30	1		Attacks 2-5 times per turn
Calm Mind (TM 04)	PSY	-	-	20	S		Raises Sp. Attack and Sp. Defense 1 level
Camouflage	NRM	-	100	20	S		Changes Pokémon's type (Grass, Grass; sand, Ground; water, Water, caves, Rock; other, Normal)
Charge	ELC	-	100	20	S		Doubles power of the Electric-type move that's used next
Charm	NRM	-	100	20	1		Lowers foe's Attack by 2 levels
Clamp	WTR	35	75	10	1	=	Damages foe for 2-5 turns; foe can't escape until completed
Comet Punch	NRM	18	85	15	1	=	Attacks 2-5 times per turn

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Confuse Ray	GHO	-	100	10	1		Causes foe to have Confuse status
Confusion	PSY	50	100	25	1		Has 10% chance of causing Confuse status
Constrict	NRM	10	100	35	1	=	Has 10% chance of lowering foe's Speed
Conversion	NRM	-	-	30	5		Changes Pokémon's type into one of its attack types
Conversion 2	NRM	-	100	30	5		Changes Pokémon's type into one that matches an attack type that its foe is weak against
Cosmic Power	PSY	-	-	20	5		Raises Defense and Sp. Defense 1 level
Cotton Spore	GRS	-	85	40	1		Lowers foe's 2 levels
Counter	FTG	-	100	20	-	=	Attacks 2nd, doing x2 physical attack damage that foe did to Pokémon
Covet	NRM	40	100	40	1		Takes a foe's held item (if any)
Crabhammer	WTR	90	85	10	1	=	High chance for a critical hit
Cross Chop	FTG	100	80	5	1	=	High chance for a critical hit
Crunch	DRK	80	100	15	1		Has 20% chance of lowering foe's Sp. Defense 1 level
Crush Claw	NRM	75	95	10	1	=	Has 50% chance of lowering foe's Defense 1 level
Curse	?	-	-	10	1		Raises Att/Def 1 level but reduces Speed 1 level; halves GHO's HP and quarters foe's HP each turn
Cut (HM 01)	NRM	50	95	30	1	=	-
Defense Curl	NRM	-	-	40	5		Raises Defense 1 level
Destiny Bond	GHO	-	-	5	5		Causes foe to faint if Pokémon faints
Detect	FTG	-	-	5	5		Wards off foe moves for 1 turn, success falls if used consecutively
Dig (TM 28)	GRD	60	100	10	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd
Disable	NRM	-	55	20	1		Disables foe's most recently used move for several turns
Dive (HM 08)	WTR	60	100	10	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd
Dizzy Punch	NRM	70	100	10	1	=	Has 20% chance of causing Confuse status
Doom Desire	STL	120	85	5	1		Waits 2 turns then inflicts damage on foe on third turn
Double Kick	FTG	30	100	30	1	=	Attacks twice per turn
Double Team (TM 32)	NRM	-	-	15	5		Raises Evasiveness by 1 level
Double-Edge	NRM	120	100	15	1	=	Inflicts Pokémon with 1/3 damage inflicted on foe
Doubletap	NRM	15	85	10	1	=	Attacks 2-5 times per turn
Dragon Claw (TM 02)	DRG	80	100	15	1	=	No extra effect beyond damaging foe
Dragon Dance	DRG	-	-	20	5		Raises Attack and Speed 1 level
Dragon Rage	DRG	-	100	10	1		Causes 40 points of damage regardless of other battle factors
Dragonbreath	DRG	60	100	20	1		Has 30% chance of causing Paralyze condition
Dream Eater	PSY	100	100	15	1		Damages foe and restores own HP equal to 1/2 inflicted damage, if foe has Sleep condition
Drill Peck	FLY	80	100	20	1	=	No extra effect beyond damaging foe
Dynamapunch	FTG	100	50	5	1	=	Causes foe to have Confuse status
Earthquake (TM 26)	GRD	100	100	10	3		Inflicts twice the damage if foe is using Dig
Egg Bomb	NRM	100	75	10	1		No extra effect beyond damaging foe
Ember	FIRE	40	100	25	1		Has 10% chance of causing Burn, cures Freeze condition of target
Encore	NRM	-	100	5	1		Forces foe to repeat most recently used move for 3-6 turns
Endeavor	NRM	-	100	5	1	=	Inflicts damage equal to your foe's HP minus your HP
Endure	NRM	-	-	10	5		Keep 1 HP even if foe's next move would cause you to faint; success drops if used repeatedly
Eruption	FIRE	150	100	5	2		Inflicts less damage if your HP is lower
Explosion	NRM	250	100	5	3		Inflicts a massive amount of damage but causes you to faint
Extrasensory	PSY	80	100	30	1		Has 10% chance of causing Flinch
Extremespeed	NRM	80	100	5	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Facade (TM 42)	NRM	70	100	20	1	=	Doubles Attack if you have a Poison, Paralyze or Burn condition
Faint Attack	DRK	60	-	20	1		Will always strike foe successfully
Fake Out	NRM	40	100	10	1		Causes Flinch, but move causes its damage and effect only on the first turn
Fake Tears	DRK	-	100	20	1		Lowers foe's Sp. Defense 2 levels
False Swipe	NRM	40	100	40	1	=	Leaves foe with 1 HP even if move would normally cause foe to faint
Featherdance	FLY	-	100	15	1		Lowers foe's Attack 2 levels
Fire Blast (TM 38)	FIRE	120	85	5	1		Has 10% chance of causing Burn; cures Freeze condition of target
Fire Punch	FIRE	75	100	15	1		Has 10% chance of causing Burn; cures Freeze condition of target
Fire Spin	FIRE	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Fissure	GRD	-	30	5	1		Causes foe to faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Flail	NRM	-	100	15	1	=	Inflicts higher damage if your HP is lower
Flame Wheel	FIRE	60	100	25	1	=	Has 10% chance of causing Burn; can use even if attacker has a Freeze condition; cures Freeze condition of target

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	Z-ON-2	DA	EFFECT
Flamethrower (TM 35)	FIRE	95	100	15	1		Has 10% chance of causing Burn; cures Freeze condition of target
Flash (HM 05)	NRM	-	70	20	1		Lowers foe's Accuracy 1 level
Flatter	DRK	-	100	15	1		Causes foe to become Confused and raises foe's Sp. Attack 1 level
Fly (HM 02)	FLY	70	95	15	1	=	Helps Pokémon avoid attack on 1st turn then strike on 2nd
Focus Energy	NRM	-	-	30	5		Has a high chance for a critical hit
Focus Punch (TM 01)	FTG	150	100	20	1	=	Causes you to move last in turn and Flinch if foe's move connects
Follow Me	NRM	-	100	20	5		Pokémon moves first and draws all attacks to itself during a 2-on-2 battle
Forewarn	NRM	-	100	40	1		Returns foe's Evasiveness to normal, exposes Ghost-types to Normal- and Fighting-type attacks
Frenzy Plant	GRS	150	90	5	1		Causes massive damage but forfeits attacker's next move
Frustration (TM 21)	NRM	-	100	20	1	=	Inflicts higher damage if your Pokémon likes its Trainer less
Fury Attack	NRM	15	85	20	1	=	Attacks 2-5 times per turn
Fury Cutter	BUG	10	95	20	1	=	Doubles damage from Fury Cutter's use in previous turn (if it hit foe)
Fury Swipes	NRM	18	80	15	1	=	Attacks 2-5 times per turn
Future Sight	PSY	80	90	15	1		Waits 2 turns then inflicts damage on foe on third turn
Giga Drain (TM 19)	GRS	60	100	5	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Glare	NRM	-	75	30	1		Causes Paralyze condition
Grasswhistle	GRS	-	55	15	1		Causes Sleep condition
Growl	NRM	-	100	40	2		Lowers foe's Attack by 1 level
Growth	NRM	-	-	40	5		Raises Sp. Attack 1 level
Grudge	GHO	-	100	5	5		Eliminates all PP from move that causes you to Faint in battle
Gulchtime	NRM	-	30	5	1	=	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Gust	FLY	40	100	35	1		Inflicts double damage if foe is using Fly or Bounce
Hail (TM 07)	ICE	-	-	10	4		Changes weather to hail, which damages non-Ice-type foes for 5 turns
Harden	NRM	-	-	30	5		Raises Defense 1 level
Haze	ICE	-	-	30	5		Returns your and foe's stats to normal
Headbutt	NRM	70	100	15	1	=	Has 30% chance of causing Flinch
Heal Bell	NRM	-	-	5	F		Heals all critical conditions of all Pokémon in party
Heat Wave	FIRE	100	90	10	2		Has 10% chance of causing Burn; cures Freeze condition of target
Helping Hand	NRM	-	100	20	5		Raises power of partner's move in 2-on-2 battle
Hi Jump Kick	FTG	85	90	20	1	=	Inflicts 1/2 of possible damage if attack doesn't strike foe
Hidden Power (TM 10)	NRM	-	100	15	1		Has type and effect that vary with the Pokémon that uses it
Horn Attack	NRM	65	100	25	1	=	No extra effect beyond damaging foe
Horn Drill	NRM	-	30	5	1	=	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Howl	NRM	-	-	40	5		Raises Attack 1 level
Hydro Cannon	WTR	150	90	5	1		Causes massive damage but forfeits attacker's next move
Hydro Pump	WTR	120	85	5	1		No extra effect beyond damaging foe
Hyper Beam (TM 15)	NRM	150	90	5	1		Causes massive damage but forfeits next move
Hyper Fang	NRM	80	90	15	1	=	Has 10% chance of causing Flinch
Hyper Voice	NRM	90	100	10	2		No extra effect beyond damaging foe
Hyposis	PSY	-	60	20	1		Causes Sleep condition
Ice Ball	ICE	30	90	20	1	=	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Ice Beam (TM 13)	ICE	95	100	10	1		Has 10% chance of causing Freeze
Ice Punch	ICE	75	100	15	1	=	Has 10% chance of causing Freeze
Iceberg Spear	ICE	10	100	30	1		Attacks 2-5 times per turn
Icy Wind	ICE	55	95	15	2		Lowers foe's Speed 1 level
Imprison	PSY	-	100	10	2		Prevents foe from using the four moves Pokémon knows
Ingrain	GRS	-	100	20	5		Restores some HP each turn but Pokémon can't switch out
Iron Defense	STL	-	-	15	5		Raises Defense 2 levels
Iron Tail (TM 23)	STL	100	75	15	1	=	Has 30% chance of lowering foe's Defense 2 levels
Jump Kick	FTG	70	95	25	1	=	Inflicts 1/2 of possible damage if attack doesn't strike foe
Karate Chop	FTG	50	100	25	1	=	Has a high chance for a critical hit
Kinesis	PSY	-	80	15	1		Lowers foe's Accuracy 1 level
Knock Off	DRK	20	100	20	1	=	Takes a foe's held item (if any) and returns it when battle ends
Leaf Blade	GRS	70	100	15	1	=	Has a high chance for a critical hit
Leech Life	BLG	20	100	15	1	=	Damages foe and restores own HP equal to 1/2 inflicted damage
Leech Seed	GRS	-	90	10	1		Siphons foe's HP into your HP every turn; effect persists if you switch out

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Leer	NRM	-	100	30	2		Lowers foe's Defense 1 level
Lick	GHO	20	100	30	1	=	Has 30% chance of causing Paralyze
Light Screen (TM 16)	PSY	-	-	30	5		Halves damage from foes' special attacks for 5 turns; effect persists if you switch out
Lock-On	NRM	-	100	5	1		Causes next move always to hit successfully
Lovely Kiss	NRM	-	75	10	1		Causes Sleep condition
Low Kick	FTG	-	100	20	1	=	Inflicts higher damage if your foe's weight is heavier
Luster Purge	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Defense 1 level
Mach Punch	FTG	40	100	30	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Magic Coat	PSY	-	100	15	-		Reflects Leech Seed and moves that cause Poison, Paralyze, Sleep and Confuse back at attacker
Magical Leaf	GRS	60	-	20	1		Will always strike foe successfully
Magnitude	GRD	-	100	30	3		Bases damage on random power (10, 30, 50, 70, 90, 110 or 150); damage doubled if opponent is using Dig
Mean Look	NRM	-	100	5	1		Prevents foe from escaping or switching while you remain on field
Meditate	PSY	-	-	40	5		Raises Attack by 1 level
Mega Drain	GRS	40	100	10	1		Damages foe and restores own HP equal to 1/2 inflicted damage
Mega Kick	NRM	120	75	5	1	=	No extra effect beyond damaging foe
Mega Punch	NRM	80	85	20	1	=	No extra effect beyond damaging foe
Megahorn	BUG	120	85	10	1	=	No extra effect beyond damaging foe
Memento	DRK	-	100	10	1		Lowers foe's Attack and Sp. Attack 2 levels but you Faint in battle
Metal Claw	STL	50	95	35	1	=	Has 10% chance of raising Attack 1 level
Metal Sound	STL	-	85	40	1		Lowers foe's Sp. Defense 2 levels
Meteor Mash	STL	100	85	10	1	=	Has 20% chance of raising Attack 1 level
Metronome	NRM	-	-	10	5		Uses a random move from entire repertoire of all Pokémon moves
Milk Drink	NRM	-	-	10	5		Restores half of Pokémon's maximum HP; out of battle, sp its 1/5 of its HP among your other Pokémon
Mimic	NRM	-	100	10	1		Adds foe's last move to Pokémon move repertoire (effect remains while in battle)
Mind Reader	NRM	-	100	5	1		Causes next move always to hit successfully
Minimize	NRM	-	-	20	5		Raises Evasiveness 1 level
Mirror Coat	PSY	-	100	20	-		Attacks 2nd, doing x2 special attack damage that foe did to Pokémon
Mirror Move	FLY	-	-	20	-		Uses same move that foe used
Mist	ICE	-	-	30	F		Prevents stat reduction
Mist Ball	PSY	70	100	5	1		Has 50% chance of lowering foe's Sp. Attack
Moonlight	NRM	-	-	5	5		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Morning Sun	NRM	-	-	5	5		Restores HP based on weather (sunny=2/3; normal=1/2; rain, sandstorm or hail=1/4)
Mud Shot	GRD	55	95	15	1		Lowers foe's Speed 1 level
Mud Sport	GRD	-	100	15	4		Lowers power of all Electric-type attacks while Pokémon is on field
Muddy Water	WTR	95	85	10	2		Has 30% chance of lowering foe's Accuracy 1 level
Mud-Slap	GRD	20	100	10	1		Lowers foe's Accuracy 1 level
Nature Power	NRM	-	95	20	-		Changes to a different move based on terrain Pokémon is in
Needle Arm	GRS	60	100	15	1	=	Has 30% chance of causing Flinch
Night Shade	GHO	-	100	15	1		Causes damage equal to Pokémon's level regardless of other battle factors
Nightmare	GHO	-	100	15	1		Reduces foe HP every turn, works only when opponent is asleep
Octazooka	WTR	65	85	10	1		Has 50% chance of lowering foe's Accuracy 1 level for all moves
Odor Sleuth	NRM	-	100	40	1		Returns foe's Evasiveness to normal; exposes Ghost-types to Normal-type moves
Outrage	DRG	90	100	15	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Overheat (TM 50)	FIRE	140	90	5	1	=	Causes massive damage but lowers your Sp. Attack 2 levels
Pain Split	NRM	-	100	20	1		Combines attacker's HP with opponent's HP and splits total between both
Pay Day	NRM	40	100	20	1		Results in post-battle payoff, final payoff= (attacker's level) x (number of attacks) x 2
Peck	FLY	35	100	35	1	=	No extra effect beyond damaging foe
Perish Song	NRM	-	-	5	4		Causes you and foe to Faint after 3 turns; switch out to prevent effect on Pokémon in your team
Petal Dance	GRS	70	100	20	R	=	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Pin Missile	BUG	14	85	20	1		Attacks 2-5 times per turn
Poison Fang	PSN	50	100	15	1	=	Has 30% chance of causing Poison
Poison Gas	PSN	-	55	40	1		Causes Poison condition
Poison Sting	PSN	15	100	35	1		Has 30% chance of causing Poison
Poison Tail	PSN	50	100	25	1	=	High chance of critical hit; 10% chance of causing Poison
Poisonpowder	PSN	-	75	35	1		Causes Poison condition
Pound	NRM	40	100	35	1	=	No extra effect beyond damaging foe

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Powder Snow	ICE	40	100	25	2		Has 10% chance of causing Freeze
Present	NRM	-	90	15	1		Causes damage randomly (40, 80 or 120 points) or restores defender's HP by 1/4
Protect (TM 17)	NRM	-	-	10	5		Wards off foe moves for 1 turn; success falls if used consecutively
Psybeam	PSY	65	100	20	1		Has 10% chance of causing Confuse status
Psych Up	NRM	-	-	10	1		Duplicates foe's stat modifications
Psychic (TM 29)	PSY	90	100	10	1		Has 10% chance of lowering foe's Sp. Defense 1 level
Psycho Boost	PSY	140	90	5	1		Causes massive damage but lowers attacker's Sp. Attack 2 levels
Psywave	PSY	-	80	15	1		Bases damage on random multiplier (0.5 to 1.5) times your level
Pursuit	DRK	40	100	20	1	=	Inflicts double damage if foe is withdrawn during turn
Quick Attack	NRM	40	100	30	1	=	Causes you to move first in turn; if both use it, the higher Speed prevails
Rage	NRM	20	100	20	1	=	Increases damage for next use if you're hit and you use it consecutively
Rain Dance (TM 18)	WTR	-	-	5	5		Changes weather to rain for 5 turns, which raises power of Water-type moves
Rapid Spin	NRM	20	100	40	1	=	Frees you from foe's Bind, Wrap, Leech Seed and Spikes
Razor Leaf	GRS	55	95	25	2		Has a high chance for a critical hit
Razor Wind	NRM	80	100	10	2		Prepares attack on 1st turn then attempts strike on 2nd; has a high chance for a critical hit
Recover	NRM	-	-	20	5		Restores half of Pokémon's maximum HP
Recycle	NRM	-	100	10	5		Reuses an item that has been used earlier in battle
Reflect (TM 33)	PSY	-	-	20	F		Halves physical attack damage to your team for 5 turns
Refresh	NRM	-	100	20	5		Heals Poison, Paralyze and Burn conditions
Rest (TM 44)	PSY	-	-	10	5		Restores all HP, then puts Pokémon to sleep for next 2 turns
Return (TM 27)	NRM	-	100	20	1	=	Inflicts higher damage if your Pokémon likes you more
Revenge	FTG	60	100	10	1	=	Increases damage for next use if Pokémon is hit
Reversal	FTG	-	100	15	1	=	Inflicts higher damage if your HP is lower
Roar (TM 05)	NRM	-	100	20	1		Ends battle with wild Pokémon; forces random foe switch in Trainer battle
Rock Blast	RCK	25	80	10	1		Attacks 2-5 times per turn
Rock Slide	RCK	75	90	10	2		Has 30% chance of causing Flinch
Rock Smash (HM 06)	FTG	20	100	15	1	=	Has 50% chance of lowering foe's Defense by 1 level
Rock Throw	RCK	50	90	15	1		No extra effect beyond damaging foe
Rock Tomb (TM 39)	RCK	50	80	10	1		Lowers foe's Speed 1 level
Role Play	PSY	-	100	10	1		Copies foe's ability
Rolling Kick	FTG	60	85	15	1	=	Has 30% chance of causing Flinch
Rollout	RCK	30	90	20	1	=	Repeats 5 turns unless misses; damages more each turn; x2 damage after using Defense Curl
Sacred Fire	FIRE	100	95	5	1		Has 50% chance of causing Burn; can use even if attacker has a Freeze condition; cures Freeze condition of target
Safeguard (TM 20)	NRM	-	-	25	F		Prevents all critical conditions to team for 5 turns
Sand Tomb	GRD	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed
Sand-Attack	GRD	-	100	15	1		Lowers foe's Accuracy 1 level
Sandstorm (TM 37)	RCK	-	-	10	5		Changes weather to sandstorm for 5 turns, which damages all but Rock-, Steel- & Ground-types
Scary Face	NRM	-	90	10	1		Lowers foe's Speed 2 levels
Scratch	NRM	40	100	35	1	=	No extra effect beyond damaging foe
Screech	NRM	-	85	40	1		Lowers foe's Defense 2 levels
Secret Power (TM 43)	NRM	70	100	20	1		Has 30% chance of a 2nd effect based on terrain you're in
Seismic Toss	FTG	-	100	20	1	=	Causes damage equal to your level regardless of other battle factors
Self-Destruct	NRM	200	100	5	3		Inflicts a massive amount of damage but causes you to faint
Shadow Ball (TM 30)	GHO	80	100	15	1		Has 20% chance of lowering foe's Sp. Defense 1 level
Shadow Blast	-	80	100	-	1		A wicked blade of air formed using a shadowy aura
Shadow Blitz	-	40	100	-	1	=	A Pokémon throws this tackle while casting a shadowy aura
Shadow Bolt	-	75	100	-	1		A shadowy thunder attack that may cause Paralyze
Shadow Break	-	75	100	-	1	=	A shattering ram attack with a shadowy aura
Shadow Chill	-	75	100	-	1		A shadowy ice attack that may cause Freeze
Shadow Down	-	100	-	-	2		A shadowy aura sharply cuts the foe's Defense
Shadow End	-	120	60	-	1	=	A shadowy aura ram attack that also rebounds on the user
Shadow Fire	-	75	100	-	1		A shadowy fireball attack that may inflict Burn
Shadow Half	-	-	100	-	4		A shadowy aura's energy cuts everyone's HP by half
Shadow Hold	-	-	80	-	2		A shadowy aura descends to prevent fleeing
Shadow Mist	-	-	100	-	2		A shadowy aura sharply cuts foe's Evasiveness
Shadow Panic	-	-	60	-	2		A shadowy aura emanates to cause a Confuse condition

BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Shadow Punch	GHO	60	-	20	1	=	Will always strike foe successfully
Shadow Rave	-	70	100	-	2	-	A shadowy aura in the ground is used to launch spikes
Shadow Rush	-	55	100	-	1	=	A Pokémon executes a tackle while exuding a shadowy aura
Shadow Shed	-	-	100	-	2	-	A shadowy aura eliminates Reflect and other similar moves
Shadow Storm	-	95	100	-	2	-	A shadowy aura is used to whip up a vicious tornado
Shadow Sky	-	-	100	-	3	-	Darkness hurts all except Shadow Pokémon for 5 turns
Shadow Wave	-	50	100	-	2	-	Shadowy aura waves are used to inflict damage
Sharpen	NRM	-	-	30	5	-	Raises Attack 1 level
Sheer Cold	ICE	-	30	5	1	-	Causes foe to Faint; the lower foe's level is than yours, the better AC becomes; can't hit higher
Shock Wave (TM 34)	ELC	60	-	20	1	-	Will always strike foe successfully
Signal Beam	BUG	75	100	15	1	-	Has 10% chance of causing Confuse status
Silver Wind	BUG	60	100	5	1	-	Has 10% chance of raising Attack, Defense, Sp. Attack, Sp. Defense and Speed 1 level
Sing	NRM	-	55	15	1	-	Causes Sleep condition
Sketch	NRM	-	-	1	1	-	Adds foe's last move to Pokémon move repertoire (effect remains after battle)
Skill Swap (TM 48)	PSY	-	100	10	1	-	Switches abilities with foe
Sky Bash	NRM	100	100	15	1	=	Raises Defense 1 level; prepares attack on 1st turn then attempts strike on 2nd
Sky Attack	FLY	140	90	5	1	-	Prepares attack on 1st turn then attempts strike on 2nd; has a 30% chance of causing Flinch
Sky Uppercut	FTG	85	90	15	1	=	Inflicts damage even if foe is using Fly
Slack Off	NRM	-	100	10	5	-	Restores half of your maximum HP
Slam	NRM	80	75	20	1	=	No extra effect beyond damaging foe
Slash	NRM	70	100	20	1	=	Has a high chance for a critical hit
Sleep Powder	GRS	-	75	15	1	-	Causes Sleep condition
Sleep Talk	NRM	-	-	10	-	-	Protects oneself by using moves randomly, if you have Sleep condition
Sledge	PSN	65	100	20	1	-	Has 30% chance of causing Poison
Sledge Bomb (TM 36)	PSN	90	100	10	1	-	Has 30% chance of causing Poison
Smelling Salt	NRM	60	100	10	1	=	Inflicts double damage on foes with Paralyze; then cures foe of Paralyze
Smog	PSN	20	70	20	1	-	Has 40% chance of causing Poison
Smokescreen	NRM	-	100	20	1	-	Lowers foe's Accuracy 1 level
Snatch (TM 49)	DRK	-	100	10	-	-	Steals and uses special effect (if any) from foe's move
Snore	NRM	40	100	15	1	-	Damages foe and has 30% chance of causing Flinch, if you have Sleep condition
Softboiled	NRM	-	100	10	5	-	Restores 1/2 of Pokémon's maximum HP
Solarbeam (TM 22)	GRS	120	100	10	1	-	Preps attack on 1st then attempts strike on 2nd; no wait if sunny weather, less powerful in rain
Sonicboom	NRM	-	90	20	1	-	Causes 20 pts. of damage regardless of other battle factors
Spark	ELC	65	100	20	1	=	Has 30% chance of causing Paralyze
Spider Web	BUG	-	100	10	1	-	Prevents foe from switching out during battle
Spike Cannon	NRM	20	100	15	1	-	Attacks 2-5 times per turn
Spikes	GRD	-	-	20	2	-	Damages foe that switches in; effect persists until battle is over, use again to increase damage
Spit Up	NRM	100	100	10	1	-	Inflicts damage by amount fueled by Stockpile power
Spite	GHO	-	100	10	1	-	Lowers PP of foe's last move 2 to 5 pts.
Splash	NRM	-	-	40	5	-	Inflicts no damage and has no effect
Spore	GRS	-	100	15	1	-	Causes Sleep condition
Steel Wing (TM 47)	STL	70	90	25	1	=	Has 10% chance of raising Defense 1 level
Stockpile	NRM	-	-	10	5	-	Stores power used to fuel Spit Up and Swallow, can use move 3 times
Stomp	NRM	65	100	20	1	=	Has 30% chance of causing Flinch; damage x2 if foe is using Minimize
Strength (HM 04)	NRM	80	100	15	1	=	No extra effect beyond damaging foe
String Shot	BUG	-	95	40	2	-	Lowers foe's Speed 1 level
Struggle	NRM	50	100	1	1	=	Damages foe but inflicts you with 1/4 damage; move opens to all that lose all PP for all moves
Stun Spore	GRS	-	75	30	1	-	Causes Paralyze condition
Submission	FTG	80	80	25	1	=	Damages foe but inflicts you with 1/4 damage
Sunshine	NRM	-	-	10	5	-	Creates a battle decoy from 1/4 of your maximum HP
Sunny Day (TM 11)	FIRE	-	-	5	5	-	Changes weather to sunny for 5 turns, which raises power of Fire-type moves
Super Fang	NRM	-	90	10	1	=	Slashes opponent's HP to half of its current total
Superpower	FTG	120	100	5	1	=	Inflicts a massive amount of damage but lowers your Attack and Defense 1 level
Superpunch	NRM	-	55	20	1	-	Causes foe to have Confuse status
Surf (HM 03)	WTR	95	100	15	2	-	No extra effect beyond damaging foe; damage x2 if foe is using Dive
Swagger	NRM	-	90	15	1	-	Causes foe to have Confuse status and causes it to hurt itself worse by raising its Attack 2 levels



BATTLE MOVES contd.

MOVE	TYPE	BA	AC	PP	2-ON-2	DA	EFFECT
Swallow	NRM	-	-	10	5		Restores HP by amount fueled by Stockpile power
Sweet Kiss	NRM	-	75	10	1		Causes foe to have Confuse status
Sweet Scent	NRM	-	100	20	2		Lowers foe's Evasiveness 1 level; draws wild Pokémon into the open in overworld
Swift	NRM	60	-	20	2		Will always strike foe successfully
Swords Dance	NRM	-	-	30	5		Raises Attack 2 levels
Synthesis	GRS	-	-	5	5		Restores HP based on weather (sunny 2/3; normal 1/2; rain, sandstorm or hail 1/4)
Tackle	NRM	35	95	35	1	≡	No extra effect beyond damaging foe
Tail Glow	BUG	-	100	20	5		Raises Sp. Attack 2 levels
Tail Whip	NRM	-	100	30	2		Lowers foe's Defense 1 level
Take Down	NRM	90	85	20	1	≡	Damages foe but inflicts you with 1/4 damage
Taunt (TM 12)	DRK	-	100	20	1		Forces foe to use attack (not defensive) moves for current and next turn
Teeter Dance	NRM	-	100	20	3		Causes all Pokémon on field except you to have Confuse status
Teleport	PSY	-	-	20	5		Ends battle with wild Pokémon; teleports you to last visited Pokémon Center in overworld
Theif (TM 46)	DRK	40	100	10	1	≡	Takes a foe's held item (if any)
Thrash	NRM	90	100	20	R	≡	Repeats 2-3 turns; you'll get a Confuse status when attacks are completed
Thunder (TM 25)	ELC	120	70	10	1		Has 100% AC in rainy weather and 50% AC in sunny; has 30% chance of causing Paralyze
Thunder Wave	ELC	-	100	20	1		Causes Paralyze condition
Thunderbolt (TM 24)	ELC	95	100	15	1		Has 10% chance of causing Paralyze
Thunderpunch	ELC	75	100	15	1	≡	Has 10% chance of causing Paralyze
ThunderShock	ELC	40	100	30	1		Has 10% chance of causing Paralyze
Tickle	NRM	-	100	20	1	≡	Lowers foe's Attack and Defense 1 level
Torment (TM 41)	DRK	-	100	15	1		Prevents foe from using the same move twice in a row
Toxic (TM 06)	PSN	-	85	10	1		Causes Poison condition; amount of poison damage increases each turn
Transform	NRM	-	-	10	1		Changes to same Pokémon as opponent with same attacks, all PP at 5
Tri Attack	NRM	80	100	10	1		Has 20% chance of causing one random condition: Freeze, Burn or Paralyze
Trick	PSY	-	100	10	1		Switches foe's held items with yours
Triple Kick	FTG	10	90	10	1	≡	Attacks 3 times per turn, damage increases each time
Twineedle	BUG	25	100	20	1		Attacks 2 times per turn, has 20% chance of causing Poison
Twister	DRG	40	100	20	2		Has 20% chance of causing Flinch; inflicts double damage if foe is using Fly
Uproar	NRM	50	100	10	R		Repeats 2 to 5 turns; no Pokémon can inflict a Sleep condition during the uproar
Vicegrip	NRM	55	100	30	1	≡	No extra effect beyond damaging foe
Vine Whip	GRS	35	100	10	1	≡	No extra effect beyond damaging foe
Vital Throw	FTG	70	100	10	1		Causes you to strike 2nd but move will always strike foe successfully
Volt Tackle	ELC	120	100	15	1	≡	Self-inflicts 1/3 of the damage
Water Gun	WTR	40	100	25	1		No extra effect beyond damaging foe
Water Pulse (TM 03)	WTR	60	100	20	1		Has 20% chance of causing Confuse
Water Sport	WTR	-	100	15	5		Lowers power of all Fire-type attacks while Pokémon is on field
Water Spout	WTR	150	100	5	2		Inflicts less damage if your HP is weaker
Waterfall (HM 07)	WTR	80	100	15	1	≡	No extra effect beyond damaging foe
Weather Ball	NRM	50	100	10	1		Doubles damage for move types in specific weather (sunny=Fire; rain=Water, sandstorm=Rock)
Whirlpool	WTR	15	70	15	1		Damages foe for 2-5 turns; foe can't escape until completed, damage x2 if foe is using Dive
Whirlwind	NRM	-	100	20	1		Ends battle with wild Pokémon, forces random foe switch in Trainer battle
Will-O'-Wisp	FIRE	-	75	15	1		Causes Burn condition
Wing Attack	FLY	60	100	35	1	≡	No extra effect beyond damaging foe
Wish	NRM	-	100	10	5		Restores half of max HP on next turn; effect transfers if you switch Pokémon for next turn
Withdraw	WTR			40	5		Raises Defense 1 level
Wrap	NRM	15	85	20	1	≡	Damages foe for 2-5 turns; foe can't escape until completed
Yawn	NRM	-	100	10	1		Causes foe to get Sleep condition on next turn
Zap Cannon	ELC	100	50	5	1		Causes foe to have Paralyze status

Pokémon Index

An alphabetical index of Pokémon in Pokémon XD.



Counting evolutionary forms, there are 163 different Pokémon you can get in Pokémon XD! Here's where to find the details on each and every one of them.

The "Snag Location" field is applicable only to Shadow Pokémon. See the individual entries for information on where to acquire Pokémon that you catch in the wild, evolve or trade for.

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